ROB LIEFELD EXPOSED

NEIL GAIMAN SPEAKS OUT

DAVID QUINN'S DR. STRANGE

FOCUS ON VALIANT

NUMBER FOUR • OCTOBER, 1993
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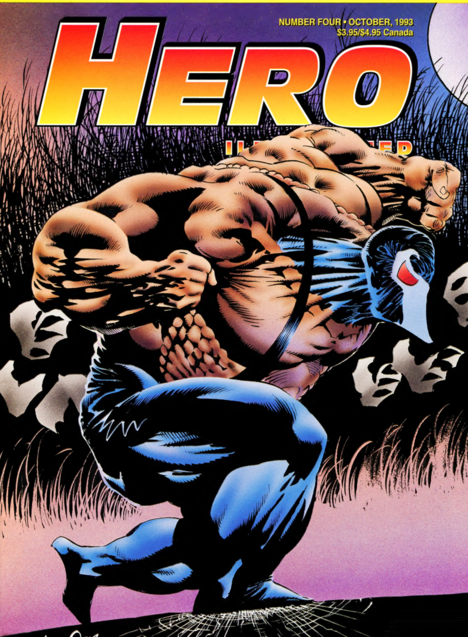
HERO



ROBIN
GOING SOLO IN STYLE!
DIXON • GRUMMETT • HANNA Ongoing monthly series.

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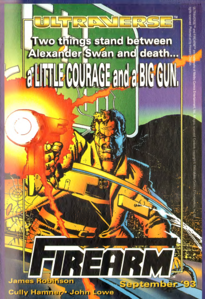
ULTRAVERSE
Two things stand between Alexander Swan and death...
a LITTLE COURAGE and a BIG GUN.
FIREARM
James Robinson
Cully Hamner • John Lowe
September '93

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WORD UP!?!

I have absolutely no problem with enhancements, goodness knows that we use enough of them ourselves. I do have a problem with charging for them. A big problem.

There is a fine line between the above two items, one that frequently is crossed. At what point is an enhancement or gimmick a part of a comic or the entire thrust of the comic? That is the question that perturbs me the most and gets a lot of people all worked up.

An enhancement that is part of an overall editonal package or that is used in the traditional sense, to improve sales, is acceptable to most people, including myself. When the enhancement becomes the focal point of the comic, or when the enhancement is the reason a comic is priced so high - that is where I draw the line. There is a comic out there right now that comes in two different versions, one normal and one with two different foil colors on a heavier stock cover. The interiors of the books are the same. One has a retail price of $1.25 and the other $2.50. That is selling the enhancement for the enhancement's sake. And that makes me physically ill.

Before anyone starts in on all the gold and platinum editions, let me state that most of these books are given away free from the publisher and not sold to either the retailer or the consumer. Some are, and are treated as limited editions, most are not and are treated as giveaways. The problem I have is with soliciting for an enhanced book and charging more for it knowing full well that the publisher intends on producing as many as possible. This is playing on the retailers and consumers as if they were dopes, only intent on buying books that have some sort of glitz attached to it. I think that the average comic book enthusiast is more intelligent than that, and in the future this practice will be treated the way it should be - totally ignored.

-John Danovich
Editor

P.S. Our thoughts and feelings go out to Hart Fisher from Boneyard Press. There isn't a person we know that is more down to earth and likeable than Hart, and his recent loss has been a terrible shock to us and the rest of comic community. His grief is our grief.

This month's graphic courtesy of Bantam Books and James Bama, Doc Savage artist supreme!

HERO ILLUSTRATED

OCTOBER, 1993
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OCTOBER, 1993

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TAKE IT HOME!

What could be more fantastic than reading HERO #4? Also getting a chance to win *Showcase #4*, that's how! Rifle through this issue of HERO and you'll find another HERO scratch-off card good for a FREE shot at one of the hottest books of all time! That's not enough, you say? Well, throughout this issue, you'll also see other contests good for:

- *FLASH #105*
- *FRANKENSTEIN #1*

You can also score over a dozen chances at other great comics throughout HERO's growing price guide in the back! Just look for the "blue pages!"

THE BANE OF BATMAN...
Batman artist Kelley Jones sets loose Bane in this month's dramatic cover illustration. Put it next to the HERO Batman Special and see the whole picture!

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Quote of the Month...
I'm the only real super hero. You don't know who's inside the costume of those other super heroes. It could be a pervert or a child molester.
- Mr. T

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LETTERS TO THE EDITOR

Lost in the 60s...

Dear Sir,

At the age of 38, I decided to get in touch with my inner child and re-visit one of the happiest elements of my childhood: comic books. I found a comic book store in a nearby strip mall and went in to find out what my old hero Spider-Man was up to these days.

When I entered the store, though, I was dazed by the shelves of comics that filled the store from floor to ceiling. I stumbled about the place, confused by the fact that there was not just one Spidey title, but four! On the other hand, some of my favorite comic books no longer even existed (like *Tales of Suspense* and *Strange Tales*), while there were new brands that I didn't recognize (like Image and Valiant). Fortunately, a sympathetic sales clerk recognized my symptoms of disillusionment and alienation and pointed me toward the *Marvel Masterworks* reprints of Silver Age (ie. *my* Age) Marvel classics.

Ahh, here were the very tales as I remembered them - nine-panel pages, extensive dialog, and taut, tight stories told completely in 20 pages. However, this experience was a bit disquieting. I am fearful now that my reluctance to explore new story lines and titles classifies me as an old fart. Do you think this is the case?

- Benjamin RisskY
Louisville, CO

Yes.

Writing From Whiting...

Dear Hero,

First, let me compliment you on a jammin' mag. You guys have invented a new way of reviewing comics, and I like it! You are probably the only magazine to date that takes the time to read the comics and review them, informing the comic buyer what to get and what to stay away from. Also, you guys put out the best contests and giveaways I have ever seen! O.K., enough glorifying your already mega-outstanding mag, and time for some questions.

1. Will Flaming Carrot and Ghost Rider ever team up?
2. Is there going to be an *Aliens vs. Predator*, or new *Star Wars* movie anytime soon?
3. If an artist or writer signs a comic, is the book considered damaged because there is writing on it? If so, why? And how much more is it worth if it is signed?
4. I have a badly damaged issue of *Mad #1*. Mostly it's just the cover. Is there any way to get a comic restored? If so, would this raise the value of the comic?

- David Naglee
Whiting, NJ

Thanks for the compliments, Dave. We've gotten a lot of positive response to our Review Section. So much so that we are expanding it by an extra page this month. Now, in answer to your questions:

1. Probably not, although, I'll talk to Bob Burden about it. We all know that Flaming Carrot could take out that wimp Ghost Rider any day.

2. The only question here is: when? Both are properties that have been worked on and Star Wars is now shooting some of the special effects scenes. Check out our movies section for more info.

3. The book is worth more because it is signed, but how much more depends on who signed it. The book is considered damaged, and its only worth is the signature.

4. Comics can be restored professionally, but even if it is restored to mint condition it will always be known as a "restored book" and will not be worth as much as a real mint comic.

We are getting BLOWN AWAY with the incredible response HERO has received! Keep the comments and opinions coming and you may become a star in the pages of the new number one name in comics!

Letters To The Editor
c/o HERO ILLUSTRATED
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Lombard, IL 60148

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GAME BOY
SPIDER-MAN 3
FLYING EDGE
LJN

ASK THE CREATOR

Since its inception, HERO has gotten you face-to-face with industry icons like Stan Lee and Jim Shooter. Both nice guys, both swell fellas. This month, however, we thought we'd get your questions in front of the face of a master artist and his deadly alien creation.

No, smart ass, we're not talking about Bone.

This month, HERO has the ear of one of Image's brightest stars (and one of the few guys to walk out from the rubble of the Image nuke-fest), Dale Keown!

We're inviting you to send your questions to the creator of PITT. Ask him where PITT is going in the months to come. Ask him about the upcoming comic that will be included in HERO #6. Ask him why PITT just doesn't buy a condo in Florida and settle down with the kids.

Whatever you do, be sure to get your Q's in the mailbox before October 1, because HERO will randomly select ten letters and zap off a copy of the PITT #2 ashcan comic - signed by Dale Keown himself!

Score a low-run PITT comic around and get a direct link to one of the hottest creators around! Send your letters to:

HERO Talks To Dale Keown
1920 Highland Avenue
Suite 220
Lombard, IL 60148

Letter From Liefeld...

Hey HERO,

Just thought I'd drop a line to tell you how much fun I think your magazine is. At first I didn't know what to make of your magazine, but with the last 3 issues you've definitely found a style and niche all your own. I enjoy the sarcastic wit and cynical tone you take on everything. In a medium that takes itself far too seriously, your humor is refreshing. Even if most of the jokes are at my expense! Keep it up!

Best -
Rob Liefeld
Extreme Studios

Wow, what a trooper! Thanks bunches for the vote of confidence Rob, we're glad to see that some people can take a joke - __especially__ when it's at their expense. Please don't get us wrong, we'll be sure to make fun of everyone eventually, but we thought it was our duty to give you some special attention.

Talk to Freud !

Hello HERO,

The greatest thing about your first issue was Psycho Letter of the Month, and you left it out of the second issue! Oy Vay! Did you discontinue the column or didn't anybody send you any purely psychotic letters, we really want to know.

- Aaron Bramson
Ormand Beach, Florida

Get ready for a truly awesome Ultraverse contest in the next HERO! Yes, Prime would definitely approve!

Maybe your copy of issue two didn't have page 14, but ours sure did. After you kick that addiction to SPAM go look at your copy again. Until then, rest assured, you'll be our Psycho Letter Poster Child.

Hey Hero,

We want Psycho Letter of the Month!

P.S. Pogs suck!

-Us
Ormand Beach, Florida

Okay, okay! And how are the sessions going, Aaron?

Unclear On The Concept...

Dear Hero,

To keep the magazine, comics and the poster collectable, I can't open the bag and get at the Scratch & Win card. It would be nice to have it in a separate packet glued to the bag.

-Jeff Johnston
Scarborough, Ont. Canada

Forget the bag, bub! A clear piece of ozone-depleting plastic is not important! How can you pass up a chance at all the free give-aways and a good read? The only reason for the bag is to hold all the stuff that's packed inside. That's it! Do yourself a favor, scragg the bag and look at the book.

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LOOKING FOR CHANGE...

Dear HERO,

I'm still having a hard time deciding if I truly think your magazine is different from Wizard. So many of the features are the same, and the format is similar. I do enjoy your magazine, but I just don't know if it offers anything different from what is already available on the market.

HERO Review is definitely different. Play this feature up! I also enjoyed The HERO Insider column! Your reader service card is something I may like, if your advertisers respond!

After two issues, my overall feeling is that I do like your magazine. I just think you guys need to strive to be more different from your competition. Keep working hard and you will carve out your own creative niche in this industry.

Ron Cason
Doraville, Georgia

Thanks for the input Ron, we're glad that you're finding something unique in HERO.

Every month we're striving to take HERO in new directions. Whether it's articles that provide behind the scenes commentary, interviews that ask tough questions, or articles that address books that might not otherwise get attention, HERO guarantees something different in every issue.

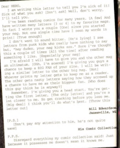
In addition to the cards that you'll find in every comic-related mag, HERO is the only magazine to include comics (like Shadowhawk and PITT), big-ticket contests, and other premiums designed to give this pub a look and feel all its own.

CONFUSE THE HELL OUT OF PEOPLE YOU DON'T KNOW

Looking for some cheap laughs at someone else's expense? Well, if you have three-way calling, you have a low-cost practical joke making machine!

Call up a store with more than one location in your area and, before anyone answers the phone, quickly go over to your second line and call a different location. Keep quiet while you connect the two convenience stores and let the yucks start flying! So much fun your chubby will ache!

PSYCHO LETTER OF THE MONTH



Dear HERO,

I am writing this letter to tell you I'm sick of it! Sick of what you ask? [Don't ask] Well, don't worry, I'll tell you.

I've been reading comics for many years. [A few] And have written many letters [3 or 4] to my favorite mags. In fact I wrote you a couple [One] since you started your mag. Not one single time have I seen my words in print! [True enough]

I don't want to sound bitter. [He's lying] I see letters from punk kids who really have nothing to say but, "hey dudes, your mag kicks ass." Sure I've thought this a couple of times [All the time] after reading something I like. [Especially your mag]

I'm afraid I will have to give you and the other mag an ultimatum. [Ohh, I'm scared] I'm giving you guys a chance to keep a BIG FAN of your zine. I will be writing a similar letter to the other big mag. [Not] Whoever prints my letter gets to keep me as a reader. The other gets nasty letters saying how they screwed up a chance to have me as their biggest fan. [Who does this guy think he is anyway?]

Remember, I'm giving you a head start. You're getting the first letter. [The only letter] and you're a lot closer to me. So get cracking before you lose me. [Big deal] I think you'll do what's best. [Throw this letter out]

Bill Edwardson
Janesville, WI

[P.S.]

[Don't pay any attention to him, he's not quite sane]

His Comic Collection

P.P.S.

Disregard everything my comic collection said! Just because it possesses me doesn't mean it knows me.

Dear Bill:

No need to get upset. [We're lying] Everything will be okay in the morning. [The guys in the white suits will be here soon] We printed your letter, see? Now you can be our biggest fan forever. [Does this remind anyone else of Misery?]

For the courage and fortitude it took to write in to us and face the cruel commentary from your comic collection, we're going to send you a brand spanking new HERO T-shirt. By the way, how much is your collection worth anyway? [Looking for a cheap date.]

WE COULDN'T PACK IN GOLD, SO WE GOT THE NEXT BEST THING...

AN INCREDIBLE COMIC FEATURING AN ORIGINAL FOIL-ENHANCED COVER BY DALE KEOWN AND EXCLUSIVE BACKGROUND INFORMATION ON PITT THAT YOU WON'T FIND ANYWHERE ELSE!

HERO

PITT'S NEXT COMIC...OCTOBER 25...ONLY IN HERO!

HERO LETTER ART

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Lombard, IL 60148

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James Baker
N. Palm Beach, Florida

2nd Place WINNER

ALIENS VS. PREDATOR

Loston Wallace
Clintwood, Virginia

3rd Place WINNER

Q-UNIT PLATINUM

Matthew Croce

Outstanding ENTRIES

Bill Chen
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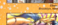
Lou Fusco
Aston, Pennsylvania

Eben Stiles
Brooklyn, New York



Josh Sin
Anchorage, Alaska

DRAW & WIN GOLD KEY TUROK No. 1

Only HERO gives you the chance to score classic comics like the original Gold Key version of Turok #1! Dazzle us (and the HERO readership) with your artistic talents and this dandy number one could be in the mail to **YOU**!

FOOLS GOLD?

Dear HERO,

I'm confused about one thing. I have heard, from a couple of friends, that signed copies of comics are worth a little more than the regular copy of the book. But when I asked a dealer about it, he said that signed copies are worth less than the regular copies. Can you please clarify how the signatures affect comic books?

If I have a set of *Harbinger 1-6* signed by both Jim Shooter and Dave Lapham, for example, is it worth more or less than the regular set?

Santiago Meza
Los Angeles, California

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HOPE AND DELIVERANCE IN OCTOBER 1993

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SUCK UP TO HERO

Dear HERO,

When I bought and checked out your first issue of HERO Illustrated, it was awesome! Your cover was so neat I just had to buy it. I loved the price guide and contests. The advertisements were neat. I was really interested in your HERO News and Top Ten sections.

But when I picked up your second issue, it blew me away! The news, the reviews, its advertisements, the Razors Edge section, and your Top Tens were outstanding picks. Alexander's Focus On X-Men was interesting. Man, you guys really know how to make an excellent mag!

Albert Sanchez
San Antonio, Texas

Dear HERO Magazine,

I just want to say HERO is the most awesome, fantastic, magnificent, numero uno, not like any other, tremendous, jam-packed info-loaded comic overdose! I love HERO!

Joel Sunsin
Monroe, Louisiana

P.S. I also like what the editor, John Danovich, says every month. I don't mind bubbles coming out of his head.

Dear HERO,

I tell you, you guys at HERO sure put out one hell of a magazine. I have both issues and I find myself taking them to the pot with me. One time I ran out of crap paper and I hollered at my son: "Hey Jo-Jo, hand me the Wizard!"

Well, 'nuff said, keep up the good work and I'll keep on reading.

Clio and Joseph Lara
Temple, Texas

We don't write it - we just let millions of people read it!

A battle has been waging on both sides as to the true collector value of signed comics. Many guides (including this one) list several key titles in both signed and unsigned variants and the autographed edition is almost always valued at a higher price.

Recent steps by companies such as The River Group (which offered a signed card as part of the complete Warriors of Plasm #0 set) have also set prices for signed goods skyrocketing.

You must understand that a signed comic is defaced and therefore cannot be considered in mint condition. The market value, however, does adjust for this in certain conditions where a signed version has been offered in a limited number situation. Most ashcan comics offered by services such as Bowe and Board are done so in limited signed quantities, thus emphasizing the autograph as an important part of the comic.

For the most part, however, autographs will not affect anything but the personal value of your comic. For more info on the subject, look for John Danovich's article in HERO #1.

WHERE IS THE ANIME?

Dear HERO,

When I saw your ad in the July issue of EGM, you said that you'd "throw in incredible info on animation." Since I'm a big fan of anime, I decided to buy your premiere issue. I read it cover-to-cover and there wasn't a thing on Japanese comics or anime. I thought to myself, "I'll give them another chance." I bought the second issue. Sorry guys, an ad for Speed Racer doesn't cut it.

In short, I'm wondering... WHERE THE HECK IS THE INFO ON ANIME?

Cliff Meyers
Buffalo, New York

GET THE HERO BATMAN SPECIAL ON SALE NOW!
HERO
SPECIAL EDITION
BATMAN
FROM DARK KNIGHT TO KNIGHTFALL

Cool your jets, Cliff, we haven't forgotten you! With all the great stuff going on in the comics biz, we had to delay the start of HERO's anime section until we had extra pages available. Turn to page 106 in this issue for the first installment.

BUT WHAT IS A GOP?

Dear Guys,

I know that you probably got many letters telling you that your definition for "POG" is incorrect. POG stands for Passion Orange Guava. If you ask me, I think that Papaya, Orange, and Guava do not sound like a good flavor for juice. However, Passion, Orange, and Guava "POG" is a very tasty juice.

Randall Iwamoto
Honolulu, Hawaii

Randall, we stand corrected. Our passion for papaya just got the best of us.

WHAT IS GOING ON?

Dear Heroic Ones,

I bought your comic and newsstand versions of HERO #1 thinking they were different. I am prepared to offer an ultimatum:

1. **Refund me $3.95**
2. **Give me a cool T-Shirt**
3. **Pretend nothing happened and go on with our lives under a president that is ruining our country and her stupid husband.**

Mark Gittner

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OCTOBER 1993

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Mike Barriero
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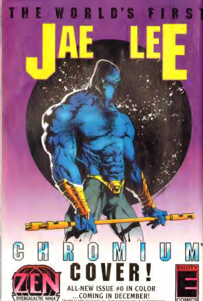

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PROPHET
HE'S COME TO SETTLE THE SCORE.
image

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HERO NEWS

Compiled by Joe Funk

Maxx Meets MTV?

Officials at MTV's Liquid Television revealed exclusive info to HERO that they are now considering the possibility of including animated shorts of Sam Keith's popular character, The Maxx, as a regular addition to their program.

"We can't confirm anything at this point, but we've definitely discussed the possibility of having The Maxx as part of our programming," said an MTV spokeswoman.

Since no deal has been solidified, both sides are understandably tight-lipped about the project.

Liquid Television is an eclectic mix of computer generated cartoons and other animated shorts. The strange blend of surrealistic environments as well as the off-beat nature of The Maxx character make it a natural for the show's format.

The Maxx creator Sam Keith would not comment on the proposed program.

If the project does come to fruition, however, it would be a significant breakthrough for non-Marvel and DC characters. Virtually all comic-based animation programs currently on television are based on properties owned by the Big Two.

Also, the impact of Liquid Television and this type of vignette animation can often serve as a springboard to much greater success. Previous examples of shows that were launched as small shows within a show include *The Simpsons* (airing on the *Tracy Ullman Show*) and *Beavis & Butthead*.

[illegible]
Artist Joe Quesada proves that you can go home again as he returns to Valiant as a regular penciller on the new title Ninjak.

Bird Lover
Steve Geppi, President of Diamond Comics Distributors, was part of the group that purchased Major League Baseball's Baltimore Orioles.

McFarlane to Eclipse
Not that sizzling Spawn title needs any more promotion, but megastar Todd McFarlane will begin using Eclipse for marketing.

Skate With PITT
Dale Keown, artist and creator of Pitt, has entered into an agreement to license Pitt for skateboards and a line of leisure-wear clothing.

PITT Comic in HERO #8
Pitt will also appear in an exclusive HERO comic, polybagged with the December issue of HERO.

SUPER FANS

The hot books of August, according to Capital City Distribution

1. Batman #500
2. X-Men 2099 #1
3. Superman #82
4. Adventures of Superman #505
5. X-Men #25
6. Codename: Strykeforce #1
7. Plasm #1
8. Deathmate Epilogue
9. Detective #667
10. Uncanny X-Men #305

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LEE/SILVESTRI ANNOUNCE CROSSOVER

Two of Image Comics wunderkinds, Jim Lee and Marc Silvestri, announced plans for the first ever crossover of characters created at San Diego-based Homage Studios.

The extended multi-book adventure, entitled Killer Instinct, hits the shelves in November and will feature Lee's *WildC.A.T.S : Covert Action Team* and Silvestri's *Cyberforce*.

Beginning with prologues in both *WildC.A.T.S #5* and *Cyberforce #1*, the actual crossover will kick off in *WildC.A.T.S #6*. From there, the story shifts to *Cyberforce #2*, then *WildC.A.T.S #7*, and comes to its powerful conclusion in *Cyberforce #3*.

Killer Instinct centers on three characters: Warblade of the WildC.A.T.S, Ripclaw of Cyberforce, and Misery, a new member of Cyberforce.

HOLY KRUSTY! SIMPSONS COMING TO COMICS

The nation's most realistic television family, The Simpsons, will blast onto the comic book scene this November with with two new titles, followed by two more in December.

The November 22 launch includes *Simpsons Comics*, which follow the exploits of madness and melodrama of the animated family. The other book, entitled *Itchy & Scratchy Comics*, is a semi-bimonthly following the delirious destruction of everybody's favorite cat and mouse psychos.

Coming in December, Bart Simpson will star in the guise of superhero *Bartman*, champion of justice. The fourth book, *Radioactive Man*, will span the Irradicated Crusader's career in a six-part series.

All four books will be published by Matt Groening's newly formed comic book company, Bongo Comics.

BATMAN: TAS FIGS COMING TO McDONALDS

Two kid favorites - Warner Bros. Animation and McDonalds, are teaming up to bring you a white hot offer.

This fall, kids who order Happy Meals will receive one of eight *Batman:The Animated Series* figures made exclusively for McDonalds.

The premiums consist of four vehicles and four action figures. One vehicle and one figure will be available during each week of the limited time offer.

Batman, Batgirl; Cat Woman, who also comes with a panther; and the Riddler comprise the quartet of full-color, fully posable, action figures.

The vehicles include a wheelie-popping Robin on motorcycle, the Jokermobile which sports a push-button battering ram, a Poison Ivy Plant Mobile with a man-eating plant on the hood, and a Two Face car that can be transformed from a sporty white roadster into a banged up black beater.

Having seen prototypes, we think these figs are some of the coolest premiums ever offered by McDonalds.

But don't get too excited just yet, the figures will not be available at Mickey D's until November.

THE BLACK EYE AWARD

This month it goes to Mike Myers, who should receive an Academy Award nomination for his performance in *So I Married An Axe Murderer*...NOT!

Hey Mike, the wisecracking kid from Aurora, IL may have taxed your abilities, but at least you were *funny* in Wayne's World.

INSTANT HOT!

Pictured here are prototypes of the *Batman: The Animated Series* figures McDonalds will be offering in Happy Meals come this November. These toys blow away many of the figures you'll find on store shelves!

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CIRCLE #118 ON READERS SERVICE CARD

WANTED: Qualified person to step forward and claim the *HERO #1* scratch-off grand prize: *Amazing Spider Man #1*. No experience necessary, but must be unafraid of opening his/her poly-bagged *Hero #1s*, and **SCRATCHING OFF THE CARD!!!** Lucky winners please reply immediately.

CLAREMONT SIGNS WITH DC FOR NEW SERIES

The man many credit for elevating the X-Men into the ultimate superhero team, Chris Claremont, signed a deal with DC Comics to begin a creator-owned project for 1994.

The ongoing monthly series, *Soverign 7*, will feature a team of several original characters — survivors of extra-dimensional worlds who become marooned on Earth. Chasing them across the dimensions is a villain so powerful she threatens to destroy all existence. *Soverign 7* is the culmination of two years of planning that will bring Claremont's ideas to fruition.

According to Claremont, *Soverign 7*, "will appeal to all comics readers, having enough power, resonance and meaning for adults and young readers. After all, the best fantasy I read as a kid still has the power to move me as an adult."

In addition to *Soverign 7*, Claremont is working on two Superman graphic novels and an adaptation of his *First Flight* SF novel.

Chris Claremont, famous for his work on Marvel's X-Men, is joining DC Comics.

Tabloid Trash

Don't you hate it when you rip open your favorite comic book magazine, sit down to start reading through it, only to suddenly explode into flames?! We promise that won't happen with HERO: the flame-free magazine for the comic book biz.

PARAMOUNT CONSIDERING COMIC LINE

Paramount Pictures, the entertainment giant that owns the rights to such lucrative properties as *Star Trek* and *Deep Space Nine*, is rumored to be leaning toward the possibility of starting a comic company

The proposed move would allow Paramount to reap the rewards of their successful franchises as opposed to licensing them.

With such a rich source of material from its movie and TV licenses, Paramount would have the envious position of owning a large number of hot titles.

INDUSTRY AD COUNCIL UNDER CONSIDERATION

Heavyweights from throughout the comic book industry gathered at the Chicago Comicon to discuss the possibilities of forming a special council to publicize comics to the mainstream media, using proceeds received from the sale of a special comic jointly developed by six different publishers.

The idea was jointly presented by Steve Massarsky of Valiant and Bill Shanes of Diamond Distribution. Representatives from the top six publishers and distributors as well as members from the retailing and fan press were in attendance.

Although generally well-received, the idea of a comic book ad council met with some resistance. "I don't think this will work because retailers are too lazy," explained Wizard publisher Gareb Shamus.

HERO HISTORY

1939: Protectors member The Eye debuts in *Keen Detective Funnies #16*.

1940: Longtime radio favorite makes his comics debut: the Lone Ranger's great nephew Britt Reid stars in *The Green Hornet #1*.

1941: By saying "Captain Marvel," lame newsboy Freddy Freeman becomes Captain Marvel Jr. for the first time in *Whiz Comics #25*.

1941: Wawk! Wawk! The Penguin waddles into Batman's life in Detective Comics #58

1953: The premature revival of Captain America, the Human Torch, and the Sub-Mariner begins in *Young Men #24*. Within a year, each would be retired again.

1961: Nobody knew it at the time, but Marvel's second superhero feature was born in *Tales To Astonish #27*: Ant-Man

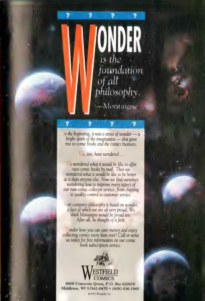
1975: The first instant collector's item: someone tries to buy distributors out of all copies of *Howard The Duck #1*, causing a minor uproar.

1983: Kitchen Sink revives *The Spirit* in comic book size for its fifth decade.

1986: The old *Superman* comic series becomes *Adventures of Superman*. DC can now launch a new *Superman #1*.

1989: A newer, darker *Legion of Super-Heroes #1* begins a series in which Earth is destroyed.

BY MIKE TIEFENBACHER



? ? ? ?

WONDER is the foundation of all philosophy.

—Montaigne

? ? ? ?

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...HERO NEWS...COMPANY ROUNDUP...

MARVEL

One of the hottest books this month is sure to be the *X-Men #25*. In celebration (?) of the X-Men's much bally-hooed 30th anniversary, Wolverine gets a free chiropractic adjustment from the Master of Magnetism. Look for the Gambit hologram cover on this pivotal issue.

DC COMICS

Basking in the warm glow of limelight focused on the return of Krypton's favorite son and Batman, DC continues efforts to expand the market.

In conjunction with American Entertainment, DC will be inserting a full-color, four page mailer titled "DC Best Sellers" with the Columbia House Record and Tape Ride-A-Long program. The insert will include the newest comics like *Batman #500* and *Superman #82* along with classic best-sellers like *Star Trek* and *Sandman* trade paperbacks.

IMAGE

Breaking with the tradition of sending out their books for coloring, Extreme Studios announced they will begin coloring their own books. "We've got the computers and talent to do it," said Editor Eric Stephenson.

Overseeing the color operation at Extreme will be Olyoptics alumni, Kiko Taganashi, whose work can be found on recent Image covers including *Youngblood*, *Spawn*, *Cyberforce*, and *Brigade*.

Inker Art Theibert, known for his work on *Cable* and Other X titles, also recently joined the burgeoning staff at Extreme.

VALIANT

Hero has confirmed that one of the H.A.R.D. Corps team members will be killed in September's issue #13.

"When a character dies, it is a significant event," said Valiant's Editor In Chief Bob Layton. "Building up to a character's death only to resurrect him or her later trivializes the character and is unfair to the readers. When we say 'Dead is Dead,' we mean it."

MALIBU

Responding with a truly noble gesture to the disastrous floods that plagued the Midwest this summer, California-based Malibu Comics announced it will publish a "Flood Relief" comic in association with Red Cross.

Prime, Hardcase, Zip-Zap, and Prototype will star in the special issue with proceeds going to flood relief.

DEFIANT

The bad blood continues between Defiant president Jim Shooter and Marvel. Marvel filed a trademark infringement lawsuit against Defiant, claiming their *Warriors of Plasm* infringed on their Marvel UK *Plasmer* title.

NEW COMPANY TO LAUNCH ANIMATED SERIES

Denny P. and Company, the new creative development based in Orlando, Florida has announced the arrival of their first of many new animated action series. *The Bloodlore Chronicles* is scheduled to go into production in the fall.

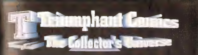
Based on the 1988 cult-classic graphic novel *Bloodlore*, the series follows the adventures of Jerum Tykhanah, a Robin Hood-esque aristocrat turned outlaw and revolutionary.

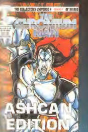
The series, which covers everything from swashbuckling knights to hyperspace drive, is the brainchild of Scott Allen Roberts.

The plot is loosely based on the American Revolution, and will incorporate state-of-the-art animation techniques and will receive a boost from an intensive marketing program.

It's just wrong

This product is sure to test the intestinal fortitude of even the most ardent environmentalist. Claiming to have NO septic system and NO chemicals, this composting toilet relies on good old Father Time to break down, uh, you know, the usual nasties that people deposit in the toilet. Hmm, Uncle Ed was eating jalapeno peppers again! Ugh!





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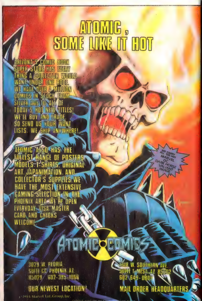

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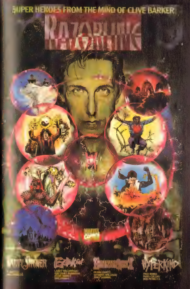

SUPER HEROES FROM THE MIND OF CLIVE BARKER

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HYPERKIND
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PARIS CULLINS
BOB PETRECCA

HERO REVIEWS

In A Flash: The year is 1947. Americans are just getting on with their lives after WWII, including some superheroes, some of whom are feeling their age. With the Nazi menace defeated, the Justice Society has given up crimefighting, so someone is trying to create new heroes.

Is It Worth It: If DC's latest revival of these characters, The Justice Society of America, was this good, that series would have lasted longer than ten issues. It fleshes out the motives and personalities of these age old characters. These aren't the same guys with different powers fighting the same old villains. These are guys fighting alcoholism, their ex-wives, and yes, even their sanity.

At the same time the story makes us feel like we've jumped into a Delorean. We're back in the innocent times of America, when the bad guys all wore black and were far away in another part of the world, defeated once again by American heroism.

The flashback sequences make us feel like we're watching old black and white newsreels before this week's episode of Flash Gordon appears on the screen. This is largely due to the beautiful art of Paul Martin Smith. He captures the moods magnificently, be it dark and ominous , or light and optimistic. At the same time, James Robinson's explanation for the war lasting as long as it did when we had so many super-powered beings at our disposal, was so thought-provokingly plausible that we nearly forget the true history of these characters.

While we know what has happened to these valiant men throughout the course of DC continuity, their fates are a bit less than pretty. What life has done to Starman and Manhunter, we would not wish upon the villains they fought. Even the heroes whose lives have turned out to be "normal," cause us to feel pity for these giants, who wield fantastic powers, yet their lives have become mundane. There is real emotion in the scene with Green Lantern, who is just trying to be Alan Scott, publisher. Here is a man who is trying to manage a business, all the while having the ability to destroy continents in his pocket.

This yarn is filled with nostalgia for the old days, yet it maintains a realistic slant that keeps one aware that these are supposed to be people we're reading about, albeit fictional people. The last story to capture human nature in the pages of comics like this was Watchmen, and that had the benefit of characters made just for that story, while this has to use heroes we've known for years. This tale does them justice.

The Good: It doesn't take extensive knowledge of the characters to enjoy the story, because their histories are told with enough detail. However, if you are familiar with them, the story gives a new perspective on these heroes.

The Bad: There aren't many stories of this quality around these days.

The Ugly: The price tag for the whole series is nearly twenty bucks.

THE GOLDEN AGE

FACT-FILE

Publisher:	DC
Issue Reviewed:	#1
Writer:	James Robinson
Artist:	Paul Martin Smith
Colorist:	Richard Ory
Cover Price:	$4.95
Enhancements:	Gold foil embossed.
Other Notes:	Book 1 of 4. An Elseworlds story.

Those great old DC heroes take a Watchmen-like turn for the best. Though hard-core enthusiasts will probably hate the liberties taken with them, it remains faithful to their origins. I love anything with these great characters. Bring on #2!

-Frank (Lost in the past) Kurtz

I love all these characters. It does seem a bit grim, but when you remember that it's an Elseworld title, you feel a bit better. Though it isn't truly part of the DC continuity, you can still get a feel for the longevity of the DC universe.

-Brian (New Age) Wenberg

This title is the *Watchmen* of the nineties. It puts a new spin on some old favorites, making them seem like human beings, complete with flaws, while still staying true to the characters. I'm eagerly awaiting the rest of the series.

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CIRCLE #137 ON READER SERVICE CARD

DARKSTARS

FACT-FILE

Publisher:	DC
Issue Reviewed:	#12
Writer:	Michael Friedman
Artist:	Mitch Byrd
Inker:	Ken Branch
Color:	Steve Mattsson
Cover Price:	$1.75
Enhancements:	None
Other Notes:	Part 7 of 8 part TRINITY story line

In A Flash: The three hero groups (Darkstars, L.E.G.I.O.N., and Green Lanterns) finally figure out that they should stop fighting each other, team up, and trash the biogenetically engineered "gods."

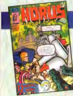
Is It Worth It: If you enjoy pointless, unending battles, tons of characterless characters, and three police forces fighting over jurisdiction passed off as science fiction, then this is the book for you. Uneventful, uninspired lead-up to a big finale.

The Good: Next issue Darkstars can resume its course previous to TRINITY.

The Bad: Is another alien cop force necessary in the DC universe?

The Ugly: TRINITY could have stayed in the two issues of that title.

- Scott Grenke



1963 BOOK FIVE: HORUS, LORD OF LIGHT

FACT-FILE

Publisher:	Image
Issue Reviewed:	Book Five
Writer:	Al Moore
Artist:	Rick Veitch
Inker:	John Totleben
Cover Price:	$1.95
Enhancements:	None
Other Notes:	Book Five of Six part series titled 1963

In A Flash: Fifth book to revisit and pa homage to the early days of Marvel. This issue: Horus, Lord of Light, pokes fun at the Thor mythos.

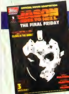
Is It Worth It: This is the best two buck I've spent in weeks. Everything is out o the old sixties books, with perfect deta from the letters page right down to the editor's footnotes of past stories. Almos reminds me of early Not Brand Echh stories done by original creators, but with solid stories and nostalgic art. Great stuff!

The Good: This book is good cover to cover, including, nay, especially the ad

The Bad: There's only one more book to go in the series.

The Ugly: Flashback scene contains incest and necrophilia all in one panel.

- Rob Hol



JASON GOES TO HELL: THE FINAL FRIDAY

FACT-FILE

Publisher:	Topps Comics
Issues Reviewed:	#1
Writer:	Andy Mangels
Artist:	Cynthia Martin
Inker:	Allen Nunis
Cover Price:	$2.95
Enhancements:	Glow in the dark cover
Other Notes:	4 issue ltd. series Mature readers

In A Flash: Jason is back again. But th police blow him up real good.

Is It Worth It: Movie tie-in comics are a mixed lot, indeed. This comic looks like was done in a hurry. While I can understand the difficulties of working with a studio which probably hasn't finished th movie in the first place, one hopes that the people involved with it would be enthusiastic enough to turn out a great piece. Okay, Jason doesn't really inspi a lot of people — except the Fango crowd, but why not go over the top (unless the studio wouldn't let them)?

The Good: These flicks are a guilty pleasure for me, but I'm glad they're ending it.

The Bad: Mediocre film adaptation.

The Ugly: The guy eating Jason's guts

- Frank Ku

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CATWOMAN

FACT-FILE

Publisher:	DC
Issue Reviewed:	#2
Writer:	Jo Duffy
Artist:	Jim Balent
Inker:	Dick Giordano
Cover Price:	$1.50
Enhancements:	None
Other Notes:	Guest appearance by Bruce Wayne

In A Flash: Catwoman begins tracking down the ones who torched her place, but little does she know that it was engineered by Bane, her employer.
Is it Worth It: Good blend of action and sleuth-type suspense make for an enjoyable read. Art is crisp and flows well. Cameo by the ex-Dark Knight is cute, but a bit awkward
The Good: Balent and Giordano capture the sultry look of Catwoman better than ever before.
The Bad: The whole book is covered in the color purple (and I'm not talking Whoopie, here).
The Ugly: Looks like Catwoman might have to pull Bruce Wayne's rich butt out of the fire next issue. Bet that never happened to Adam West.

- Rob Holly

INTERVIEW WITH THE VAMPIRE

FACT-FILE

Publisher:	Innovation
Issues Reviewed:	#9
Writer:	Ann Rice
Edited:	Faye Perozich
Artist:	Jubran Alexander
Cover Price:	$2.50
Enhancements:	None
Other Notes:	Fully painted art, Not intended for children

In A Flash: Louis is asked to forsake the last of his humanity by making another vampire.
Is it Worth It: The painted art in this is fantastic! It shows that a comic doesn't have to be about superheroes all the time. I would buy it just for the art alone, but the story is good as well. I haven't read many of Ann Rice's books, but I was impressed with this one. It is a good interpretation from book to comic. If you are into vampires, or horror in general, I would suggest picking a copy up — it's worth it.
The Good: This is as good as other comics and only costs $2.50.
The Bad: It is hard to understand if you haven't read the other issues, like me.
The Ugly: Tom Cruise?

- Brian Wenberg

STAR TREK: THE NEXT GENERATION

FACT-FILE

Publisher:	DC
Issues Reviewed:	#50
Writer:	M. Jan Friedman
Artist:	Peter Krause
Inkers:	Markos/Tanghal
Cover Price:	$3.50
Enhancements:	None
Other Notes:	Double sized 50th issue

In A Flash: The crew of the Enterprise is trapped in a parallel universe where that dimension's Enterprise crew failed to stop the Borg's attack on earth.
Is it Worth It: Great idea that has never been utilized in TV's ST: TNG. Similar in content to the classic Star Trek episode *Mirror, Mirror*. The writing is creative and exciting, the art is excellent, and it is a refreshing Borg story to tide us over until the season six cliffhanger is resolved this fall. Definite cool factor of 10.
The Good: Great for fans of Star Trek and science fiction.
The Bad: Now I have to go back to watching summer reruns of the show.
The Ugly: Unfortunately, since this idea has now been explored, there's no chance it will be in the TV show or films.

ANIMAL MAN

FACT-FILE

Publisher:	DC
Issue Reviewed:	#63
Writer:	Jamie Delano
Artist:	Steve Pugh
Colorist:	Tatjana Wood
Cover Price:	$1.95
Enhancements:	None
Other Notes:	Part three of *Tooth and Claw*, suggested for mature readers,

In A Flash: Animals are seeking revenge for the destruction of the earth by mankind.

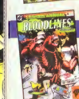
Is It Worth It: The story is great, but it gets a bit too poetry-like for me. Because of this, the story is hard to grasp at first. This seems like a story you are supposed to sit down for awhile to read. It is written for adults but I would also recommend it for older kids, as the ecological theme is very good. This is a great book for the serious comic reader. The art is also very well done by Pugh and Wood.

The Good: The story's ecological theme is well done. It makes you think.

The Bad: Just a little hard to get into at first unless you really concentrate on it.

The Ugly: The pollution in the ocean.

- Brian Wenberg



LEGION OF SUPER-HEROES ANNUAL

FACT-FILE

Publisher:	DC
Issues Reviewed:	Annual #4
Writer:	Tom & Mary Bierbaum
Artist:	Various
Inker:	Various
Cover Price:	$3.50
Enhancements:	None
Other Notes:	Part of Bloodlines

In A Flash: While some of the Legion is fighting the Undead of Mordru, an accident with the Time Cube brings Timber Wolf and company into the future.

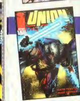
Is It Worth It: This is possibly the best of all the Bloodline annuals I have read. It has great art by many artists and the story is a lot of fun. This is not only a good superhero book, but it is also a good sci-fi book. It also gave a hint of how big a team the Legion is.

The Good: Timber Wolf is one of my favorite Legion characters. Though I would have liked to have seen more of him in the present day.

The Bad: The stuff with the new character is good but it takes away from the Legion.

The Ugly: Nothing.

- Brian Wenberg



UNION

FACT-FILE

Publisher:	Image
Issues Reviewed:	1
Writer:	Mike Heisler
Artist:	Mark Texeira
Inker:	Mark Texeira
Cover Price:	$2.50
Enhancements:	Foiled, embossed cover
Other Notes:	A Stormwatch crossover.

In A Flash: A soldier from another dimension crashes on our Earth only to confront some of his world's bad guys and Stormwatch.

Is It Worth It: This is a rarity in the world of Image superheroes. They actually have an origin of sorts that explains where the guy came from and why he dresses the way he does. Texeira also draws real looking people. No tip toes here, gang. They even set up stuff to come, based on material revealed in this issue

The Good: A fun adventure story.

The Bad: The Stormwatch characters are distracting.

The Ugly: Does it really need those cover enhancements?

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PROTOTYPE

FACT-FILE

Publisher:	Malibu
Issues Reviewed:	#1
Writer:	Tom Mason Len Strazewski
Artist:	David Ammerman
Inker:	James Pascoe
Cover Price:	$1.95
Enhancements:	None
Other Notes:	Ultraverse

In A Flash: High tech company called Ultratech has its own superhero, Prototype.

Is It Worth It: Sorry guys, this just reminds me of Iron Man with the exception that it's a bunch of guys instead of the owner of the company. There are subplots galore to introduce a variety of people, but there is no real focus or main character to carry the book. The new Prototype introduced is kind of boring looking. After *Prime*, this is something of a letdown.

The Good: An earlier, sort of clunky Prototype armor is kind of cool.

The Bad: Cliche evil corporation with secrets to hide.

The Ugly: The bad guy, Glare, is one ugly mama jama.

- Frank Kurtz

X-O MANOWAR

FACT-FILE

Publisher:	Valiant
Issues Reviewed:	#21
Writer:	Jorge Gonzalez
Artist:	Paris T. Karounos
Inker:	Tom Ryder
Colorist:	Jorge Gonzalez
Cover Price:	$2.25
Enhancements:	None

In A Flash: While Randy Cartiers is baby sitting the X-O armor, Ax in his Hunter armor tries to get it from her.

Is It Worth It: The story isn't bad and it is easy to pick up if you don't already read X-O. This is the best place to pick it up because it seems to be between stories. The characters' personalities are the best. You can tell what kind of person each one is.

The Good: The art is definitely the best part of this book. It is detailed without being cluttered. Karounos knows how to draw a person in many poses.

The Bad: It is pretty good but it doesn't really keep my interest. It isn't something I will get again.

The Ugly: The blood wasn't very necessary. More can be done with less.

- Brian Wenberg

GRAVESTONE

FACT-FILE

Publishers:	Malibu
Issue Reviewed:	#1
Writer:	Martin Powell
Artist:	Thomas Derenick
Inker:	Mike Miller
Cover Price:	$2.25
Enhancements:	None
Other Notes:	Protectors spin-off

In A Flash: Gravestone from the PROTECTORS and teammate Eternal Man fight a vampire spirit 'Stone brought with him from his trip to Underworld.

Is it Worth It: Not a bad read, but mostly for horror fans. This book is Hellraiser meets Tomb of Dracula during the Night of the Living Dead. Good supporting character in Charon. Art is appropriate for story material

The Good: Great laugh in quote. "What are you saying Zardi...Doomsday is coming?" Wrong book, guys.

The Bad: Villains done a gajillion times already. These guys could've taken on badder bad guys.

The Ugly: Nekkid stone babe merits a mature readers tag. Til 'Stone kills her, of course

- Rob Holly

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TUROK, DINOSAUR HUNTER

FACT-FILE

Publisher:	Valiant
Issue Reviewed:	#5
Writer:	Tim Truman
Artist:	Rag Morales
Color:	Dunn & Lusk
Cover Price:	$2.50
Enhancements:	None
Other Notes:	Right on the heels of Jurassic Park

In A Flash: The FBI sends Turok on a dubious mission to "capture" an Allosaurus and her brood, but who are the hunters and who is the hunted is in question.

Is It Worth It: Rag Morales's art is very beautiful and it tells the story without distracting from it. The story itself was easy to join with no prior information. Turok, while being mostly serious, had an enjoyable, sly sense of humor. There are some fair twists to the story, although they are not entirely unpredictable.

The Good: Turok's Attitude!

The Bad: Concept of "Dinosaur Hunter" could be limited.

The Ugly: Liberals' reaction to the ending.

- Scott Grenke

TORPEDO

FACT-FILE

Publisher:	Hard Boiled (Fantagraphics)
Issue Reviewed:	#1
Writer:	E. Sanchez Abuli
Artist:	Jordi Bernet
Color:	N/A
Cover Price:	$2.95
Enhancements:	None
Other Notes:	B/W, Mature Readers

In A Flash: Luca Torella is Torpedo, a hit man in three stories.

Is it Worth It: When is a story about unpleasant events a good story? It is when you read this great comic with great Alex Toth-like art. The first issue tells three stories from a first-person point of view of the hit man, Torpedo. He tells the events of extreme violence as if they are matter of fact everyday events. For Torpedo, they are. If it's good, gritty period material that pulls no punches you're looking for, then this is it.

The Good: Stories in a very dark world.

The Bad: Torpedo is beyond redemption, but fascinating.

The Ugly: Just about everyone but the women in this comic.

- Frank Kurtz

THOR CORPS

FACT-FILE

Publisher:	Marvel
Issue Reviewed:	#1
Writer:	Tom DeFalco
Artist:	Patrick Olliffe
Colorist:	George Roussos
Cover Price:	$1.75
Enhancements:	None
Other Notes:	First of a four issue mini-series.

In A Flash: Dargo Ktor, the 26th century Thor, is duped into searching dimensions to find villain Demonstaff's wife with Beta Ray Bill and Thunderstrike.

Is it Worth It: Even Thor is avoiding this one. Definitely for hard-core Thor fans only. Other than the title, there is no good reason the villain would make these guys work together, especially since they do it so poorly.

The Good: The villain is kinda fun with his melodramatic raving, and if I were wearing spandex head-to-toe, I'd wear a trench coat, too.

The Bad: The last page surprise does NOT make me look forward to reading issue #2.

The Ugly: There's three more issues to go.

- Bob Holly

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UP AND COMING

By Frank Kurtz

You're back in school or on the job. The leaves are just starting to turn. The air is getting a little bit colder (unless you're in Australia). It seems like a good time to find something to read.

CLOWNS WALK AMONG US

From the people who brought you *Young Dracula* (Gary Francis and David Mack) comes *Happy The Clown*, a satirical story of a former intelligence operative brought back into action... in a clown suit. Happy, a guy who suffers from shell-shock from his military days, whom people assume is retarded, is brought back into the service of the CID (Covert Intelligence Division) to prevent the President from being assassinated. Happy doesn't know, though, that the CID may be the people doing the assassinating only to frame him. But why the clown suit?

Speaking of clowns... Malibu is unleashing *Dead Clown*, an undead clown named Ghastly who is on a killing spree aimed at superheroes. He was once human, but was killed in a military experiment gone awry. Now, he seeks out and destroys long underwear types. The government won't just sit idly by and let this happen. They send in an elite group of heroes, Force America. As their leader said in the Gulliver comment, "They're all doomed."

The whole crazed thing is by Chris Ulm, Joe Thomas and Bobby Hex.

BOOT HILL HORROR

The horror anthology book *Razored Saddles*, set the tone, and Vertigo finally broke ground in the comics world with their *Jonah Hex: Two-Gun Mojo* series. The horror western has arrived in comics.

Joe R. Lansdale, the writer of the Hex Vertigo series is back with an adaptation of his book, *Dead In The West*. The art is provided by Jack Jackson and Tim Truman, two of the greatest western artists working in comics today, for this two-issue adaptation. If you really liked Jonah Hex, then this one will grab you.

Rebel's *Gunfighters From Hell* by David Barbour and Joe Vigil brings an early armageddon onto the western style plains of hell. Demons battle it out with six guns and demonic powers... some good, some bad. It should be a hell of a time. If it's half as good as the cover that Tim Vigil has done for it, this comic could be pretty wild.

...TS AND LEOTARDS

...our fill of superheroes? ...a few that might catch you. ...David is taking his shot at ...'s oldest and most under...ed characters in *Aquaman*: ...Tide. Kirk Jarvinen and Brad ...provide the art for this four-...ed series. This was once ...oke?) Aquaman: Year One ...pretty much what it is. It ...s origin and early years as ...aquatic crimefighter. The ...guest stars the Barry Allen ...and nemesis, the Trickster ...House has taken up publish... the Minnault's reluctant (?) ...?) *The Jam: Urban* ...When the Jammer goes ...atrist, what effect will it ...m, if any? Bernie's art and ...mething to look forward to ...returns to the charac...they may be the most identified ...*e Shadow In The Coils Of* ...man aided by Joel Goss ...Gianni. This time, the ...kes on an evil of possible ...al origin. As past history ...acter shows, the Shadow ...rmal himself.

...e is ending his current ...*Byrne's Next Men*. No, ...ers aren't going to disap...the racks. Instead, they ...ue as a series of limited series. Now, if I haven't caused too much confusion with that... The first limited series will be *Faith*, a four-part story. Two previously believed to be just comic book characters, Dr. Trogg and Blue Dania, show up in the real world battling it out in Manhattan. Confusion reigns supreme as the Next Men escape from jail too. How and what effect this has on the Next Men will be revealed in issues ahead.

DC's main man of mayhem, *Lobo*, is getting his own ongoing series by Alan Grant, Val Semeiks and John Dell. Lobo is hired to bring in the most powerful and despised accountant in the universe, Gigley. As DC says, it looks to be an "action-packed fragfest."

The biggest action in comics right now might be that Todd McFarlane is quitting *Spawn*. Nah... I'm just kidding. Actually, Todd is taking a break to do the *Batman/Spawn* story at DC. In the meantime, he's bringing in a couple of guys to do a three-issue run for him. Grant Morrison and Greg Capullo. Grant and Greg will be telling us the story of the Anti-Spawn, a bad guy from heaven (huh?). Will the numbers rise on this book higher than that of Todd's issues?

You read about it a couple of issues ago here in HERO. *Rune* by Barry Windsor-Smith and Chris Ulm

THE STORY SO FAR....

THE REIGN OF THE SUPERMEN

I have to say that I'm one of those people who wasn't really thrilled about the death of Superman. I know (like everybody else) that they really wouldn't kill off the big guy forever. I just felt it wasn't fair to those people who had been loyal to the book for years.

Still, this current story line has been a lot of fun. The guessing game of figuring out which one of the four Supermans was the real thing kept the story interesting. I really liked The Man Of Steel and Superboy. The cyborg Man Of Tomorrow gave me the creeps. The Last Son Of Krypton must have been the Eradicator.

Anyway, the real Supes is back and just in time to stop the cyborg, an insane character who can morph metallic forms, and Mongul, creator of Warworld from making Earth into Warworld 2. Supes is low powered given that his battle with Doomsday depleted the solar energy that his body collects. He is dressed in black and wearing guns, so those folks that don't buy goodie-two-shoe heroes will give it a try.

This has also been about the most destructive story in the DC universe since the Crisis with the destruction of Coast City.

On the horizon... *Doomsday Battle #2*

UP AND COMING

is starting in the back of eleven Ultraverse books. It's the life story of a "space vampire" who makes "Dr. Doom look like Ghandi." The character will be spinning off into his own title called Fusion.

Speaking of the Ultraverse, Steve Gerber is back in an all new title

of another kind of shambling hulkish thing, *Sludge*. This time it's a bad cop who doesn't take his last job from the mob. The mob doesn't like that and ices him. They leave his body in a sewer where his remains come into contact with various chemicals and return him to a hideous semblance of life as Sludge. If you're looking for atypical superheroic fare, then Gerber is the guy for you. Art chores are by Aaron Lopresti and Gary Martin.

At one time, he may have been pegged as the mutant who would turn traitor in the X-Men, but I don't think that's going to happen now. Gambit is not only one of the most popular current characters in the team but they're giving him his own four-issue limited series. Gambit returns to New Orleans with Rogue to take part in a ceremonie of the Thieves and Assasain Guild only to find unpleasant surprises waiting for him. The story is provided by Howard Mackie, Lee Weeks and Klaus Janson.

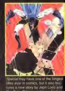
Triumphant (publishers of Chromium Man and Scavengers), have put together a coup of sorts with their November titles. Not only are they planning a two month crossover in their titles called Triumphant Unleashed, but they are introducing a major new character for another company. Huh? Yep, they're introducing Defiant's new character, WarDancer, meeting two new characters of their own, Doctor Chaos and Prince Vandal.

Triumphant is coming into a tough market with some decent comics. Give them a look.

OOOOO! THAT'S SCARY!

Halloween is only a month away. The comics companies are gearing up to give you a decent share of thrills and chills.

DC is putting out a few books to grab that Halloween feel and maybe a little bit more.



Batman: Legends Of The Dark Knight Halloween Special may have one of the longest titles ever in comics, but it also features a new story by Jeph Loeb and Tim Sale. This special issue features a story of an early meeting with the Batman's weird foe, the Scarecrow. It's Halloween in Gotham City, and their meetings have always been fun. Now, throw in a woman who effects Bruce Wayne's emotions almost to the extremes of the Scarecrow's fear toxins.

DC is taking a few of their Vertigo titles, and tying them together in new Annuals under the story line The Children's Crusade. Neil Gaiman and Chris Bachalo are creating the "bookend" comics that start the story and finish it. It involves the two dead boys from *Sandman #25* who discover a place for abused and unwanted children called Free Country. The denizens of that place have plans of their own which involve recruiting children of power. Those children are Suzy from Black Orchid, Maxine Baker from Animal Man, Tefe' Holland from Swamp Thing, Dorothy Spinner from Doom Patrol, and The Hunter from The Books Of Magic. Annuals for each

[illegible] will tie into the story line, and then [illegible] an *Arcana Annual* for Tim Hunter.

[illegible] these lines is a creepy Halloween story by Scott Hampton from Kitchen Sink. It's called *The Upturned Stone*. It's a great ghost story where a few boys just outgrowing Halloween learn a horrible truth about an unsolved murder. This story [illegible] that great feeling of Halloween that we all seem to grow out of. To tell you more about the story would wreck it for you. Ask your local comic store to carry it for you.

Marvel is throwing out what may be the [illegible] Halloween title: *Mort, The Dead Teenager*, a four-issue limited series by Larry Hama and Gary Hallgren. Yes, it is a humor mag. It's the story of teenager Mort Graves who was killed when he runs his car into a speeding train. You can't keep a dead teenager down as Mort and his car come blowing back out of the grave to haunt his family and friends.

WHATEVER HAPPENED TO PLASTIC MAN?

Where else in comics can we see a crimefighter disguise himself as a mailbox or a trash can and bounce out upon his foes, literally? Only in Plastic Man, of course.

The pliable G-Man is slated to make his return at DC in the first quarter of 1994. Thanks to Steven Spielberg's Amblin Entertainment, which is developing Plas as a major motion picture, DC has decided to put out what we hope will be the first in a series of Plastic Man Archive books.

The title of the book is *Plastic Man By Jack Cole*. Unlike previous Archive editions from DC, this book will be in softcover and definitely more affordable for the casual reader. The book will contain the Plas stories from Police Comics #1-20, the title which spawned the stretchable sleuth. All the stories are written and drawn by Jack Cole, a master of humor and adventure.

In these tough and gritty times, it's nice to see a hero whose problems are minimal, and catching crooks just involves a good imitation of a household item.

"Freeform Improvisation In The Dark":

Superheroics, Jazz and Pirate Radio from Steve Englehart's NIGHTMAN

The newest and most mysterious hero in the Ultraverse is coming. Steve Englehart gave us the details on Nightman and how he relates to the rest of the Ultraverse.

Actually, you may have already seen Nightman (a.k.a. Johnny Domino) if you read *Strangers #1*. He's the poor guy who received the head injury after the streetcar was hit with that mysterious flash of light. A piece of shrapnel from that accident has been lodged in his skull that has a life changing effect.

Johnny can't sleep anymore, because the sleep center of his brain has been destroyed. The accident has done more than that, though.

"Initially, it has a positive effect. He has to rest his body, but he doesn't have to rest his mind. The downside of that is that he can never turn off. The day never ends for this guy. The physical thing is that his eyes don't dilate anymore, so he has to wear sunglasses in the daytime. The upside of that is that he can see extremely well in the dark. The main thing, and only real ultra power that he has, is the ability to hear evil intent. It's very limited, and it functions primarily as an alarm bell."

In the first issue, Johnny is walking down the street and 'hears' someone plan a murder. "What if you knew that someone sitting next to you was going to kill somebody, and you were the only one who knew it and you had no way of convincing the police that you knew it? Would you walk away from it saying that it was too dangerous? Or would you say I've got to do something about this. Johnny is a normal guy like us who can't just walk away from it.

"If a person is going to go after crazed killers than he had better be prepared." Johnny goes into training, creates a dark outfit so as to blend in with the shadows and develops weapons.

"It's not that he wants to so much as he has to. Once he catches the guy who does it he hears this stuff again. He's going out to play on the same playing field as all the other Ultras only he doesn't have any Ultra powers other than this alarm bell."

However, his "hearing" has its limitations. "He will encounter an evil person, who is extremely evil but doesn't think it's news. That doesn't ring any of the bells at all."

What effect can lack of sleep and hearing those violent thoughts have on Johnny?

"He's going to become a little strange over time, but not crazy. He gets himself a pirate radio station. He's got nothing to do at four in the morning. If there's no particular crime to fight, he'll set up his pirate radio station in a different part of San Francisco. He plants his transmitter for the evening where they can't track him down, and gets on the air and goes into these long, weird monologues which are basically my long, weird monologues. It becomes kind of this "in" cult thing to hunt down your radio dial at four in the morning and find out if the Nightman is on the air. You never know where he's gonna be on the air. You don't even know if he's gonna be on the air. It's like the late night talk show from beyond. I know James Robinson, in a *Firearm* story, has Firearm driving north through California in the middle of the night. He tunes into Nightman, and listens as he drives along."

Another side of Johnny is his love for jazz. Englehart sees the similarities involved in being a nocturnal superhero and the essence of jazz. He coined the phrase "Freeform Improvisation In The Dark" as kind of a cool way of conveying this metaphor.

"He used to be a saxophone player. You might find him at four in the morning down at the beach playing his saxophone all by himself. There's a lot of loneliness and strangeness about this guy, but not psychosis."

Even though he's something of a loner, *Nightman* is firmly entrenched in the Ultraverse. *Freex*, *Strangers* and *Nightman* are all set in San Francisco. In the third issue there's going to be a crossover with Freex.

The San Francisco of Nightman is not quite the same as the other two titles.

"*Strangers* takes place in San Francisco as it exists now. Nightman, although he can meet the Strangers, operates more in the San Francisco of the *Maltese Falcon*, Dashiell Hammett stories and old film noir movies. He operates in a San Francisco that is much more of the mind than the Strangers or the Freex. His father works at Playland at the beach, which is this wonderful old '30's amusement park with giant laughing clowns, rickety roller coasters and strange and bizarre stuff from the '30s. It actually got torn down in the '50s, but in my book it still exists just because it's cool. I kept thinking it would be great to have this guy hanging out in an amusement park. I'm sort of creating a San Francisco for Nightman."

Nightman starts in October.

#1'S THIS MONTH

Get ready to have your eyes bleed. It's our teeny tiny first issue roundup. Listed below are a whole bunch of first issues scheduled to come out this month.

Buffalo Wings Antarctic Press, Color 2.50
Mighty Bombshells Antarctic Press, Color 2.95
Arcomics Readers Choice Arcomics, Color 2.50
Factual Illusion Blackthorne, Color 1.95
Billy The Kid: Cowboy Psycho Boneyard Press B&W 2.25
Space Giants Regular Edition Boneyard Press B&W 2.75
Blood Hunter Brainstorm Comics, B&W 2.95
Bold Endeavors Brainstorm Comics, B&W 2.95
Brainstorm Unlimited Brainstorm Comics, B&W 1.50
Funny Animals Out for Blood Brainstorm Comics, B&W 2.95
Necropolis Brainstorm Comics, B&W [illegible]
Fes Caliber B&W 2.95
Hep Iconografix B&W 2.50
Cosmic Commandos Comic Company, A [illegible]
N.E.X.T. Next Man 3-D Comic Company, A [illegible]
Misereth: Attack Wall 1A Northless B&W 4.95
Floaters Dark Horse B&W 2.50
Vortex-Week 1: Division 13 Dark Horse, Color 1.00
Vortex Week 2: Hero Zero Dark Horse, Color 1.00
Vortex-Week 3: King Tiger Dark Horse, Color 1.00
Vortex-Week 4: Vortex Dark Horse, Color 1.00
Aliens: Labyrinth Dark Horse, Color 2.50
Marshal Law: Cape Fear Dark Horse, Color 2.50
Pumpkinhead Dark Horse, Color 2.50
RoboCop: Mortal Coils Dark Horse, Color 2.50
Teen Titans Annual DC, Color 3.50
Blackmask DC, Color 4.95
Hitchhiker's Guide To The Galaxy DC, Color 4.95
Outsiders 1A & 1B DC, Color 2.25
S.T.A.R. Corps DC, Color 1.50
Star Trek Next Generation Special DC, Color 3.50
Scarab DC, Color 1.95
Hemp For Victory Fantagraphics B&W 2.50
Whee Not Fantagraphics B&W 2.50
Junker Fleetway/Quality, Color 2.95
Night Walker Fleetway/Quality, Color 2.95
Zenith Phase 2 Fleetway/Quality, B&W 1.95
Virtual Reality Zone G-Astronauts, Color 1.95
Dragonrok Saga Hammermark B&W 2.50
Q-Unit Harris, Color 2.95
Champions Adventures Heroic, B&W [illegible]
Blood Bounty Highland Graphics B&W [illegible]
Deathrow Blue Comet B&W 2.50
Freak Force Image, Color 1.95
Images of Shadowhawk Image, Color 1.95
Prophet Image, Color 2.50
Team Youngblood Image, Color 1.95
Quantum Leap: Second Childhood Innovation, [illegible]
Captain Steam Kitchen Sink, Color [illegible]
Judgment Day Lightning Comics, Color [illegible]
Highborn London Night B&W 2.95
Firearm Malibu/Ultraverse, Color 2.50
Solution Malibu/Ultraverse, Color 1.95
Mortar Man Special Edition Marshall Comics, B&W [illegible]
Biker Mice From Mars Marvel, Color 1.50
Die-Cut Marvel, Color 2.50
Die-Cut vs. G-Force Marvel, Color 2.75
Motormouth & Killpower Marvel, Color [illegible]
Plasmer Marvel, Color 2.50
Spider-Woman Marvel, Color 1.75
Venom: The Madness Marvel, Color 2.95
Brats Bizarre Marvel Epic, Color 2.50
Chiller Marvel Epic, Color 7.95
Dragon Lines, Way of the War Marvel Epic, Color [illegible]
Heavy Hitters Annual Marvel Epic, Color [illegible]
Pinhead/Marshal Law: Law in Hell Marvel Epic, Color [illegible]
Sachs & Violens Marvel Epic, Color [illegible]
Terrorists Marvel Epic, Color 2.50
War Man Marvel Epic, Color 2.50
TMNT/Savage Dragon Crossover Mirage, Color [illegible]
Dance Party DOA Slave Labor, B&W 3.95
Jurassic Park: Raptor Topps, Color 2.95
Silver Star Topps, Color 2.95
Riot Gear Triumphant, Color 2.50

Laughs, chaos and undead drag racing in one comic. Who could ask for more?

Clive Barker's *Razorline* is out, but the previous Barker concepts are still going, too.

The Harrowers is a new ongoing series featuring a dedicated group of people who go to Hell to save the souls of the damned. The first issue has art provided by Gene Colan and Joe Rubinstein, with a story about the soul of an innocent boy and Pinhead who is hellbound not to let go of it.

Pinhead, America's favorite Cenobite, is getting his own title, too. D.G. Chichester and Dario Carrasco set off a story line that takes Pinhead through time itself to encounter an earlier, deadlier version of himself, Arrowhead. Sounds painful.

THE REAL WORLD

Okay, maybe the world of comic fantasy is a bit much for you. You're looking for comics that are firmly planted in the real world.

Fantagraphics has collected the story *An Accidental Death* by Ed Brubaker and Eric Shanower that previously was serialized in Dark Horse Presents. It's the dark story of two boys and a murder. It's a great story with beautiful art.

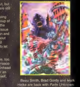
If it's a little history you're looking for, then Keji Nakazawa's *Barefoot Gen #4: Out Of The Ashes* from New Society Pubs. might be for you. It's the final volume of the Gen saga, the autobiographical story of a young Japanese boy who survived the atomic bomb at Hiroshima.

THEY CAME FROM OUTER SPACE

Superheroes are sort of variations of science fiction and fantasy, but here's the stuff. It's the stuff that Forry would call sci-fi (sorry, Harlan).

Dark Horse Comics is back with another Star Wars limited series that explores that universe before the movies. It's *Star Wars: Tales Of The Jedi*, a five-issue limited series by Tom Veitch, Chris Gossett and Mike Barreiro that sets it all up.

Speaking of movies with Mark Hamill in them, you may have seen The Guyver and been curious about where that crazy concept came from. Look no further than Viz Comics' *Bio-Booster Armor Guyver* by Yoshiki Takaya. The original story is a little more complicated than the movie, but just wait until you see the creatures that crawl their way through this book.



Beau Smith, Brad Gordy and Mark Heike are back with *Parts Unknown: The Next Invasion*, a sequel to, well... *Parts Unknown*. Can Earth hope to stop "aliens that are like the Predator with hormones of a 15-year-old with his daddy's stack of Playboy magazines?" I shudder to think what might happen if the Earth fails this time.

Speaking of space monsters, the Words & Pictures Museum in Northampton, MA is running a show from now until October 2 that fans of *Aliens* will not want to miss. Dave Dorman's art for the *Aliens: Tribes* "graphic novel" is featured in an exhibit called Out Of Space. If you really like Dave's work, then you'll definitely want to see it firsthand.

No more room. Until next time, color me gone. ▲

WARRIORS OF PLASM #2

COMING IN SEPTEMBER...

"THE SEDITION AGENDA," PART II

A CATACLYSMIC EPISODE
IN THE 4-PART MINISERIES
LAUNCHING THE ONGOING SAGA
OF THE WARRIORS OF PLASM!

DEFIANT

THE HERO INSIDER

A note from the leading inside source for gossip, facts and trivia in the entire comics industry If it's an industry buzz - Fan Boy's the bee! If you didn't see it here first - you didn't see it!

...Legal action in NYC! The Big M has slapped the Little D with a suit about the name of their one and only book, so far. Will this go to court? Inside *wurd* is it will because the Big M wants long, tall and talkative out of the picture. MFB remembers a parable about another D, as in David, that took on the goliath and we all know how that ended. And in other Little D news, a little bird has whispered in Fan Boy's ear that another company that ends in ANT might just be moving in with Little D. Oh, and that was a cute little shot at the Big V at the end of your thank you's, tall one.

...Other Big M news: *Wurd* has it that they will be cutting back on some titles. When is the aXe coming down? And which titles? And what about Super Lou? Now that he's in Jolly Ol' could the ugly words "direct to retail" be ringing throughout the land? Hmmmm.... Makes the Fan Boy wonder.

... Over at Image Isn't Everything, It's The Only Thing more good gossip has been spreading like wildfire. First, Mr. 501 going commercial? How about starting another studio? Could be. My buds at Hero are talking to him and trying to get the *wurd*, and it should run next month. ...Here's a good one to chew on: General Robert E. going back to the Big M? Nah - couldn't happen, could it? How about working with them real closely? Sounds much better! ...When is the next issue of the Maxx coming out? That's a really good question. Seems that Samster is taking a short break from the comic book biz to do some animation work that might show up on a certain Musically oriented TV station. ...Then there's that ComiC Distributor who might just be playing a little bit too much hardball and end up without an image to stand on.

...Speaking of distributors, Mr. Personality is still in the ballgame, but others are already gone and a few more to follow. And we ain't just talking about that certain ComiC Distributor! This could get ugly folks!

.. Okay, you thought you had seen all the new universes your likely to see for awhile? Not! There are a couple waiting in the wings for the hoopla to die down from this summer's glut. Look for a superhero line from H-land and the old Atlas line to come back in full swing from another company.

...Let's talk. Time to get down and dirty in 4-color land! These are the tidbits that rock the comicdom! All is not well at George Harrison's fav company. Could the license deals that took them up also take them down? ...Seems like everybody's doing a card mag. Which one is going to hit a home run, and which one is going to ground out? Who really cares about sports cards right now anyway? ...Who is going to take DeF's place when he steps down? The odds on favorites are either Mr. Continuity or the Heavy Hitter....Look for something really big to happen in this industry real soon.This is going to cross party lines and create quite a stir. More on this one next month.

...Well, that brings this issue to a close. Mystery Fan Boy knows all, sees all, and tells a bunch. There are some things that just can't be leaked, you know what I mean? Hat's off to Al from Home Improvement for spreading the best timely gossip around! If you dig real deep you get the best poop. And if you dig even deeper you'll find out what Fan Boy already knows. Remember, Fan Boy is so in the know that people come to him to find out if they're still employed! Hasta la bye bye!

- MYSTERY FAN BOY

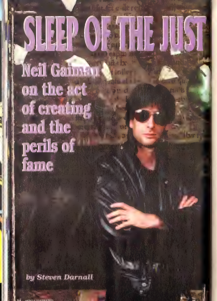
INTRODUCING JIM LEE SKYCAPS

- The premiere series of collectible milk caps featuring artwork and characters created by Jim Lee for Image Comics.
- 72 regular SkyCaps featuring characters from WildC.A.T.S, StormWatch, Deathblow, and Cybernary, plus characters from upcoming Image Comics series by Jim Lee.
- Four new characters making their Image Comics debut on SkyCaps.
- Five specially enhanced bonus SkyCaps, featuring original artwork created exclusively for SkyBox by Jim Lee of his favorite Image Comics characters.
- One double-sided, specially enhanced Jim Lee SkyCap Slammer.

SLEEP OF THE JUST

Neil Gaiman on the act of creating and the perils of fame

by Steven Darnall



[illegible] scene is the 1993 Chicago [illegible]on, and at the moment, Neil [illegible] is more than the guest of [illegible]; he's also the prime player in [illegible] appears to be a smaller, [illegible] version of Beatlemania. As [illegible] coordinator Bevin Brown [illegible]s on a beeline through a [illegible] of fans ("Always look straight [illegible] and never stop moving," [illegible] be the orders of the day), [illegible] the renowned leather jacket [illegible] shades in place— gets that little [illegible]ke hop in his step as he [illegible] the foot of the stairs, and I [illegible] just asking, "Did you ever [illegible] you'd be the next Paul [illegible]ey?"

[illegible] he responds. "I just wanted to [illegible] have my writing published. [illegible] people would read it. I didn't [illegible] anything more than that."

[illegible]y to forget it was only about [illegible]s ago when DC Comics [illegible] **Sandman** on [illegible]. Up to that point, Neil [illegible]'s main credit as a writer was [illegible] the mysterious but well-received **Black Orchid** mini-series, and apart [illegible] quality of his writing, he had [illegible] to believe the fickle [illegible] market would sustain his new [illegible] more than a year.

[illegible] along the way **Sandman** [illegible] big. So big that people [illegible] read comics started reading **Sandman**, and the buzz made it [illegible] **Rolling Stone**. So big that [illegible] began to get more writing [illegible]s, both as a regular and [illegible]per (**Miracleman**, **Taboo**, Sp[illegible] **Secret Origins**) which, [illegible] as a cumulative whole, [illegible] reputation as one of the [illegible]sistently intelligent and [illegible] writers in mainstream [illegible].

[illegible] has combined to make Neil [illegible] a very big fish in what is still a [illegible] small pond, and brought to [illegible] fame that could be taken either [illegible]ing and exhilarating, or [illegible]ing and frightening. For the [illegible] he refers to it simply as [illegible].

[illegible] time in the next year and a [illegible] **Sandman** will come to a close, [illegible] many fans, to extend the [illegible] is a little like getting [illegible] news of the Beatles' breakup [illegible] his newfound adulation [illegible]ing critical mass, Gaiman [illegible] himself at a crossroads—in [illegible]s than one.

I guess the first thing I should ask you is what you're sick of being asked. I want to save some time for both of us.

NEIL: (laughs) "Where do you get your ideas?" That's the one I'm genuinely sick of being asked, and also genuinely fascinated by. What fascinates me is not that people ask the question, but what kind of answer are they really looking for? Because if I tell them the truth, which is "I make them up," they seem very disappointed. They want to know about the trek I do once a year to the mountain.

Why do you suppose that's the question that comes up the most?

NEIL: I don't know. Probably because that's where the magic is. People seem to think that they can't come up with ideas, and they're wrong. They can and they do, but they just think of it as daydreaming or wasting time. You know, kids get told not to make things up, and I think in my case, nobody told me long enough, or it just didn't stick.

I'd like to touch upon what you've done with Sandman over the last five years. When you went into it, did you know at the start where you'd be at the finish?

NEIL: When I started I plotted the first eight issues of ***Sandman***, and I did that for a fairly specific reason, which was I figured that we wouldn't sell anything. We'd be a minor critical success, and around about issue 8, I'd get the call from DC saying "We're not selling anything. We're a minor critical success. We'll cancel you at issue 12. That way, you've done a full year." That was what they used to do with things.

So I plotted through to issue 8 with some ideas of where I wanted to go. When we got to issue 8, and we were surprisingly—at least to me, I don't know about everyone else—not canceled, that was the point where I basically sat down and figured out what I wanted to do for the rest of it.

Which is going to wrap up in the next year?

NEIL: Year-and-a-half.

There are characters who pop up in the first few issues who show up in later issues—in some cases, *much* later. Did you know when you created characters in the early issues that you'd be using them down the line?

NEIL: A lot of it is the equivalent of being a juggler who tosses a ball into the air, knowing at one point or another he can retrieve it. Yes, I knew a lot of what I was doing. There were balls that were tossed into the air in the first eight issues that still haven't come down.

And will they?

NEIL: Yes.

Whose idea was it to give Elvis Costello a cameo appearance in the *Doll's House* story? Was that yours, or were you as pleasantly surprised when you saw it as I was?

NEIL: Elvis Costello. Well, let's put it this way. You remember the title of the very first episode of ***The Sandman***? It was called "The Sleep of The Just" [the title of a song from Elvis' **King Of America**].

Well, as I read more of your work, and listen to more of his, it's obvious that there's *some* kind of connection there.

NEIL: I love what Costello does, he's a genius. And I love what he does to, and with, words. Songs, for me, have to be about something. Probably why I love what Lou Reed does. You get these songs that are sort of three-minute novels.

Have you an opinion on *The Juliet Letters?*

NEIL: I love it. These horrible little people writing these horrible letters to each other. (laughter)

It's the sort of thing that made me think "This is like something out of a comic book!"

NEIL: Sure. You could do "Don't send any money." [from **Juliet**'s "This Offer Is Unrepeatable"]

It seems like the term "Gaiman-esque" has become as overused in comics as "Python-esque" or "Fellini-esque."

NEIL: Let me put it this way: I remember sitting at the Atlanta convention, the Diamond sales thing, last month, listening to various companies announcing what they had coming up, and suddenly I knew how Alan Moore and Frank Miller felt when "grim and gritty" became a catch-phrase. (laughs) There's all this stuff that sounded like me on an off-day.

Have you read any of Marvel's "Gaiman-esque" titles, such as *Morbius* or *Hellstorm*?

NEIL: I don't read it. Somebody told me that Tom DeFalco had decided that they were going to do ***Sandman*** right, so they did ***Sleepwalker***. He said it was all people talking to each other, and they were going to have lots of superhero cameos and fight scenes. I read a couple of issues of **Sleepwalker**...

And that straightened you right out, I'll bet...

NEIL: I thought "Well, boy, if they're doing it right, I'm just going to have to keep on doing it wrong, then."

Your fans are known as serious gift-givers. Jill Thompson says you've probably gotten more tapes than any writer at Musician magazine.

NEIL: Most of the tapes I'm given are *terrible*. You know, Scandanavian death-metal or whatever. You know: [sings in a deep, slightly American voice] "Oh, Morpheus, come down from the sky and give me good dreams CHA-DUNG CHA-DUNG CHA-DUNG" or one guy accompanies himself on a harmonium or whatever.

Well, that last one sounds interesting...

NEIL: It wasn't. But I still play them. I had a tape given to me in San Diego a couple of years ago by somebody who said "A friend of mine is a huge ***Sandman*** fan, she's just recorded this, she wants you to have it, she talks about you on one of the songs." About three weeks later I got around to playing it, and it was *terrific*. Absolutely stunning. There was an address on it, and I wrote to her and said, "I think it's wonderful, and thank you very much for mentioning me on the song," and that was Tori Amos, and that was the tape that later became a number of tracks on **Little Earthquakes**.

That's one of the nicest stories I've heard about a fan *ever*, I think. Supposedly, Grant Morrison said he'd been getting tapes from fans, and he found it depressing to realize exactly *what* he'd been inspiring all this time.

NEIL: I don't. I get lovely fans, and I get inspiring people like Tori. I think it's wonderful.

One of the things that seems to show up in a lot of your work is the *price* of being an artist. What do you think that price is?

NEIL: I don't know. I'm still paying it. What is weird is a lot of it goes back to all that stuff about "Be careful what you wish for; you may get it." For example: I like comic conventions. I genuinely *like* comic conventions. I like wandering around from table to table; I like wandering up and down Artist's Alley and saying "Hello" to people. I like hanging out on the DC booth. I can't do that any-more. I'd like to, but I *can't*. I physically can't. If I stop moving, somebody will come up to me with something to sign, and if I sign it, somehow it's like ants sensing sugar. There will be fifty or a hundred people around me and then the marshals will come and then I'm trapped in a crowd. It's bizarre.

Then you get blamed for causing a commotion.

NEIL: Yes, and that's no fun. But yes, one of the things that does obsess me is the cost. You don't get anything for free, and there is definitely a cost of creation.

But is there a cost beyond merely being in the public eye?

NEIL: Yeah, that's easy. That's one of the things you can point to, because it's an easy thing. Sometimes I think if I were starting all over again, I'd go the Thomas Pynchon route. Create an identity, create a name...I can stand up there in front of a crowd of 500 or 1,000 people and chat to them quite happily and field their questions and do all that kind of stuff, when I know that I'm on. It's a lot harder when I get recognized in the street, and these days it happens more and more.

In Signal To Noise, the main character is a terminally ill filmmaker who looks back at his work and thinks, "Nothing I ever created was as good as it could have been. Should have been." None of it came out the way he'd intended it.

NEIL: None of it ever does. One of the things that will occasionally keep me up at night is wondering whether...There is this small, still voice in the back of your head at all times that suggests that possibly the act of making up stories is not a fit occupation for a grown man. It makes you wonder whether or not you're doing it for a reason. Whether that reason is of any worth. Then, occasionally, people will come up to you and say, "***Sandman #8*** got me through the death of my best friend," or "Through the crib death of my baby," or they'll tell you about what an issue of ***Sandman*** did to their lives. And at that point, it *does* sort of become worthwhile.

But on the whole, it's just you at home, trying to tell stories nobody's ever done before. And I'll see fan mail that says "Oh, you haven't done anything as good as 'Blah'." "Blah" is always something I did five years ago. Great, thank you. Most of what I want to try to do is continue to go places with fiction that I've never gone before, and tell stories I've never told before, and one of the problems you rapidly discover about fans is what fans want is the last thing they liked. They want more of that.

If your most recent *Sandman* story had been "24 hours," they'd happily go for more of that.

NEIL: They'd like "48 Hours," followed by "72 Hours," followed by "A Week of Horrible Maiming." And the point where I had to come up against that was at the end of ***Sandman 1-8***, when I knew the one I'd done that people really got off on was the Hell one. That was the one where people really went "Wow," and I thought "Well, I've got this story line—'Season of Mists'—and I know they'll love that. Now do I do that next, or do I go off and do this story called 'A Doll's House'?" You know, the Sandman's hardly in it.

And I did "The Doll's House." I figured if I didn't, that way lay the X-Men. You wind up in the position of continually giving them what they want, and that's not the bargain I signed. What I'm doing is telling the stories I have to tell, whether people want them or not.

"Sandman doesn't provide answers; it isn't meant to provide answers. The best thing I can ever hope to do is provide good questions, and I think I do that."

That's interesting. I'm sure a lot of fans might assume that you created these stories in the order in which they appeared. You're saying that some of them were mapped out months in advance.

NEIL: Actually, ***Sandman 19*** is the only one that was ever written out of sequence, just because it was going to take two months for it to be done, rather than one month, because Charles Vess had to pencil and ink it. He's not the fastest. I think I wrote that before I wrote "Dream of A Thousand Cats." Other than that, they had been written in sequence, but there are shapes in there. I had the idea for a serial killers' convention a year before I got there, and at that time I thought "Boy, it's really a pain in the neck to have to wait a year to do a story." Little did I know that I was then going to have to wait 3 1/2 years to bring Destruction on stage!

Is it possible that the act of creating is somewhat masochistic?

NEIL: There have to be easier things to do. My old school got me in a few times to do "careers advice." I was the token writer, and people would come up to me and say "How do I get to be a writer?" and I said "Well, first of all, if you can do anything else, do that. You know, there are lots of other things you can do that are an awful lot more fun, pay a lot better, will let you sleep far easier." [laughs]

Have you done any of those other things, or is this as fun as it's gotten for you?

NEIL: This is what I tend to do. What I do is I write things.

So, no dark past as a school teacher?

NEIL: No, I almost wish I had done those things. Do you remember in the 1950s—it doesn't happen so much now, but in the '50s—you pick up books from the '50s and they all have author biographies on the back, and the guy's always panned for gold, been a bodyguard, been a tuna fisherman, worked on a ranch in Argentina, worked as a guard in a prison, and was wanted for three years by the FBI for a crime he didn't commit. What I think somebody should do is "Author Biography Holidays" for back jackets. You go on holidays for two weeks, during which you pan for gold, work as a bodyguard [laughs], and then you have all this stuff input on your biography.

Getting back to "the price": Maybe by committing something to paper, or canvas, or whatever an artist does, it's frustrating as well as liberating, because you end up sort of condemning an idea to remain fixed. Elvis Costello, for example, has written scads of brilliant songs, but he's also written some terrible songs with great lines in them.

NEIL: What is actually really interesting with Costello is every now and then you'll find he's written a song two or three times: the same set of lyrics but with a different tune, until he gets it right, or whatever.

It's one of the things that I find fascinating about writing. I can take 10-15 days on the first five pages of something and take 2 days on the last ten pages, because all the decisions have been made by that point. What I love about starting is the sense of infinite potential, and what I hate about finishing is how far short I probably fell of what I had in my head and how I wanted to do it. But occasionally you get lucky. Sometimes you get stuff that's better.

And this is not even taking into

"I think the thing that keeps me with comics is there's still so much to be done...What I'm doing is telling the stories I have to tell, whether people want them or not!"

account that you're predominantly a writer, rather than a writer/artist. You've had some wonderful artists, and in my opinion, you've brought out the best of some artists on occasion, but it must also be a little like playing the telephone game, where you're bound to lose something in the translation.

NEIL: Yeah, but sometimes you gain something. One of the reasons I love comics is that I get to work with artists. I get to work with all these different artists. I get to play to their strengths. I get to make them *do* stuff.

One thing that's fun is seeing an artist and going "He's really good at that. I bet he'd be good at *this*." Everybody thought of Michael Zulli as an animal artist. He was "the good animal guy." I met Michael and talked to him and thought he'd be great on a historical. He has that sense of detail. And we went off and did ***Sandman 13*** together, as a result of which, Michael Zulli is now known as "the historical artist." [laughs] You want to do a period piece, you get Michael.

Right. And with Kelley Jones, an artist associated with weird horror stories, you did "Dream of A Thousand Cats," which was probably not only a nice surprise for him, but for his audience as well.

NEIL: I think for everyone, because it showed that Kelley was an absolutely terrific artist, and we went on and did "Season of Mists," and all of a sudden, Kelley had this huge following.

And Jill [Thompson]. She's being mobbed at the convention, and I remember telling her two years ago, when we were about to start work on "Brief Lives." "You are going to be a hot artist by the time this is finished" and she laughed at me, because she was the one who gave away her ***Wonder Woman*** pages because nobody ever wanted to buy them.

When you deal with other people's characters—you've done it in your own book, and also in books like Miracleman, Hellblazer, Secret Origins—do you ever go in with an agenda, other than to tell a good story?

NEIL: I'm rarely comfortable—I'm quite *good*—but I'm rarely comfortable at doing other people's characters, because I always feel like there's a responsibility there. It still goes on through ***Miracleman***. You know, I want these characters to be the characters that Alan [Moore] created. I would like Alan to be happy with what I'm doing on ***Miracleman***. There's rarely an agenda other than seeing a character who has been poorly used, or underused, and wanting to do them right. I was talking to Paul Dini last night, who's the script editor on the ***Batman*** animated show, and he was saying he still goes back to the Poison Ivy stuff that I did for ***Secret Origins*** and ***Black Orchid*** as the definitive Ivy stuff, and that's nice

Do you find it sort of a busman's holiday, since part of those characters has already been sketched in for you?

NEIL: No, no. I have the kind of mind that puts things together in sequences and in story possibilities and permutations. I try to look at what's interesting about something, so I can quite happily go back to the first four issues of ***Prez*** and go "There is something strange and powerful in here. I think I'll try to do a 22-page story and see what happens. Boss Smiley as God."

It's amazing, because twenty years ago, I don't think anyone would have thought there was *anything* to *Prez*.

NEIL: Well, three months down they may still not! [laughs]

You've had the good fortune to write Sandman with virtually no corporate interference, which is pretty rare these days. Are there any stories you wanted to tell, but found you couldn't—or wouldn't—because of your own mental checks and balances?

NEIL: The only one I've ever put aside would have been a story a little bit like "Dream of A Thousand Cats," but it would have been about fetal dreams. You know, the dreams of a fetus, and it would have been absolutely heartrending, and, you know, it would have ended in abortion, and it would have been horrible, and so on and so forth. And I thought, "No, I'm not going to do that story." I might have done it if ***Sandman*** were an English comic, seen only in England. I might have felt quite happy about it. But I didn't want to do a story that somewhere in middle America, someone was going to grab a 14-year-old girl who'd been raped by her uncle and say "Look! See that? Read this! *This* is why what you're doing is murder!" I didn't want to do that.

I think that what we are doing is creating responsibly. I tend to be more surprised at the amount of controversy we *don't* generate. We do something like...the AIDS insert, where Death talks about AIDS: a six-page comic where you are told what AIDS is, where you get it, and how not to. What do we get? We get fifth-grade teachers writing to us, asking for permission to Xerox it and hand it out to their class.

Do you suppose the lack of controversy stems from the fact that comics have had this sort of gutter reputation, almost from day one?

NEIL: I don't know. I think it's probably more because ***Sandman*** as a whole needs to be read and understood before you realize what's wrong with it. There may be things we do that would offend. But mostly you have to be bright enough to read it and understand what we're doing and why.

We got one letter when ***Sandman 50*** came out, for example, accusing me of pederasty, because there's a line in the sequence in the Arabian Nights story in the harem about the beautiful boys in the harem. One other letter came in, accusing me of having anti-Christian beliefs, because there's that line about the dried dung of the Pope. In both cases, those are things that I took directly from ***The Arabian Nights***. It's an Arabian Nights story. Those are Arabian Nights things. The actual bit in ***The Arabian Nights*** about the dried Papal dung is all about how the dung of the Pope is dried out and sent around, but there isn't enough, so the parish priests add their own dung, and send it out, purporting it to be the dung of the Pope. And mainly it was in there to show how little the Islamic world knew of the Christian world, which I think allies with how little the Western world knows of Islam. During various signings over the last few months, people have come up with a copy of that and said "I'm Iranian, and I want to thank you. This is the first positive portrayal of Islam or the Arab world I've ever seen in a comic."

Of course, even if you had thought of those lines yourself, and not taken them from The Arabian Nights, it amazes me that people would assume...

NEIL: That they're the opinions of the author.

Exactly. "Neil *must* be a pederast! Ice-T *must* have killed a policeman!"

NEIL: I personally have a great deal of respect for readers. I have a great deal of respect for the human race. I think most people can tell the difference between fiction and fact. I think that the action of writing about something does not condone it. ***Sandman*** doesn't provide answers; it isn't meant to provide answers. The best thing I can ever hope to do is provide good questions, and I think I do that. I hope I do

Should we ask about the future, and the last story line?

NEIL: Well, around about September or October, we wrap up "World's End." Then we take a month off. During that month, for the people who need some kind of *Sandman* fix, there will be a Death gallery coming out, with portraits of Death by various artists, by Moebius and various wonderful artists.

May I interrupt long enough to say it was a nice coup getting Scott McCloud to contribute to *Sandman 50*?

NEIL: Thank you. It's a beautiful sketch, and it's also a comic. It was an entire story in one panel.

In December, "The Kindly Ones" starts. "The Kindly Ones" is going to be a huge, thunderous, bloody, smoke-filled storyline, and it's the last big ***Sandman*** story line. Lots and lots of characters that people probably think I've forgotten about will be back, including the three witches in various aspects, the resolution of the little Daniel Hall story line. The Corinthian will be back. It will be huge, full of action and very strange. Marc Hempel will be drawing it. There will be some other stuff after it, but that is the last of the big arcs.

Will those stories that follow "The Kindly Ones" be of a resolutive nature?

NEIL: Well, a lot of resolutions will appear in "The Kindly Ones," and not all of them pleasant. The story that follows "The Kindly Ones" is going to be called "The Wake." Then there are a couple of short stories, then there's Charles Vess' "The Tempest," which is the end of it all.

Are there any artists who've approached you about doing work whose work might be of an inappropriate nature for *Sandman*?

NEIL: There are a lot of artists who've said they'd like to work with me. To be honest, I'm not sure there is such a thing as an inappropriate artist. The trick is matching the artist with a story. Very often they have to wait quite a while. Marc Hempel asked me in Philadelphia in 1990; he's had to wait three years. There are a few artists I'd love to work with, who I'd think I'd do a wonderful ***Sandman*** story with, who Karen [Berger, ***Sandman***'s editor] thinks are inappropriate. Bernie Mireault, for example. I love Bernie's work, I think he's great.

You two did a story for Secret Origins a while back...

NEIL: We did the Riddler story. I'd love to do a ***Sandman*** story with Bernie, but Karen thinks he's too cartoony. Which is fair enough, she's the editor of the book.

One last question: as a writer, you've been a journalist, and probably a number of other things. When all is said and done, what made you want to write comics, and what made you think that you could?

NEIL: What made me think I could? Arrogance. [laughs] It's got to be arrogance; I can't think of anything else, looking back on it. But it's also something I wanted to do ever since I was a tiny kid. I was a voracious reader and I could never understand why comics were of any less merit or importance than any other way of writing. I think the thing that keeps me with comics is there's still so much to be done. There's still this huge unplowed field, this huge unexplored wilderness, and as long as I can keep doing new things and coming up with new things, I will. Whereas there are lots of good novels out there; there are a few good movies out there. People have been writing great poems for years, but there aren't a lot of good comics. I like trying to write them. ▲

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THE MAN OF BRONZE LOOKS BACK AT 60 YEARS OF ADVENTURE

Ever wonder who the first superhero was? Well, before there was a Man of Steel, there was a Man of Bronze and a Fortress of Solitude. Before Captain America, there was a perfect physical specimen. Before Batman, there was a man whose detecting abilities were far above those of a normal man and who also had a utility belt. Before Arkham Asylum, there was a prison in upstate New York that incorrigible criminals were sent to and mysteriously reformed. Before the Justice Society, there was a group of people whose talents were the best in the world and they fought crime and injustice around the globe. And before there was a Clark Kent there was Clark Savage, Jr., better known as Doc Savage.

Appearing for the first time in 1993, Doc was the ultimate pulp hero, righting wrongs and punishing evil on a monthly basis in the pages of his own magazine. Sixty years and almost 190 full length novels later, Doc is still around and still the greatest of all superheroes.

"Doc Savage is a truly great character. He doesn't have just one or two qualities that are outstanding. Lester Dent (the original author) pulled off the impossible by creating a perfect human whose 'abilities were beyond those of mortal men.' In fact, that saying was first used to describe Doc," says current author Will Murray.

He had superhuman abilities and he predated Superman by almost five years. In fact, Street & Smith, the original owners of the Doc Savage property, made use of the word "superhero" on several occasions in ad copy well before there ever was a Superman or Batman to compare Doc against, and they might have been the first to use the word altogether.

What is the appeal of this ubermench, this superman? What makes him so popular 60 years and over 180 novels later?

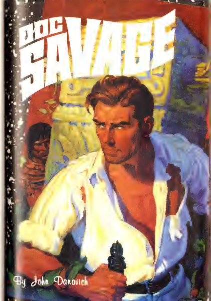
"The magic is in the writing," says Murray. "The idea at Street & Smith was to make Doc Savage the ultimate adventurer. He was going to be much like Tarzan, or John Carter, or any of the dozens of other pulp heroes at that time. Lester Dent made him the ultimate everything. And the villains are very different also. In a Doc novel the villain projects another identity to cover his guilt and uses myth, fable and the appearance of the supernatural to create fear and confuse his victims. In comics today, the villain is very open about his abilities and goals. They are basically very blunt."

Doc has traversed the many different media over the years; comics, movies, novels, but none have had the success that the pulps, and now the new novels, have had.

"The movie was poor. It quite simply came out too early. The director told me that if they had waited until 1980 or 82 and *Star Wars* or *Raiders of the Lost Ark* had already been released, the budget would have been much bigger and they would have shot on location and not in some back lot with plastic trees. Who knows, if the movie was never done, Spielberg or Lucas might have tried to do Doc but the stigma after that awful movie was too much."

The comics haven't fared much better. In the '40s, Doc had a rather nice run under his own title and a few backups in *The Shadow*, Street & Smith's other big pulp hero. Then there was an abortive attempt at a Doc Comic from Gold Key in 1966, that featured the cover to *The Thousand Headed Man*, as done by James Bama, but it was the only issue they produced. In the '70s, Marvel put out a couple of eight-issue series that never went anywhere. The '80s saw DC take their shot at the Man of Bronze and his progeny. Even the '90s have seen a new look at Doc in the comics, with Millennium doing a couple of different mini-series. All in all, none have had the flair that the original novels had. "The art was the downfall of the Millennium books in the end," states Murray. "The perfect artist to handle Doc would be Jack Kirby, I think. He draws like Dent wrote — all out. But he is just one of a few very talented people that could handle Doc the way that he needs to be. People like Alex Raymond or Dave Stevens would also be great."

There is a possibility of more Doc Savage comics, or comic strips, in the future. "I would love to get a comic or a strip going. I have an unfinished Doc comic strip that Dent wrote. He plotted three or four different attempts at a strip over the years and I have those. Each was a weeks worth of continuity."



By John Danovich

Even though Bantam has taken a more conservative approach to Doc's 60th Anniversary, there are still plans to bring out more books in the not too distant future. Slated for release sometime this fall or winter is the next novel by Murray, writing under the house name "Kenneth Robeson."

"My next novel is based on an outline by Lester Dent; it's actually two different outlines welded together. Hopefully, the weld won't be noticeable. This one is about a lost civilization, much like the Dent stories when he was in his prime. A person escapes from a Scottish madhouse; his name is Xman, and he encounters William Harper Littlejohn, also known as Johnny, one of Doc Savage's aide-de-camps. From this encounter, the group is led on a great conquest into the African Congo. I won't tell you the rest," he states. Again, in another case of foreshadowing the shape of things to come by almost 30 years, Dent created a character named Xman, and look at the popularity of the comic called X-Men today.

The cover to this new book has a story all its own. Joe DeVito, the latest in a series of exceptionally fine artists given the task of defining Doc for the paperbacks, had been using James Bama's longtime model, Steve Holland, for the new covers. However, when Holland moved out of state, DeVito began using another person. "No one moves like Steve," says Joe, "It's like the difference between a regular walk and John Wayne's walk."

Bob Chapman from Graphitti Designs (makers of fine Doc stuff and the sponsor of the official Brotherhood of Bronze fan club) sent some photos of Steve Holland that James Bama had taken in the late sixties or early seventies, but they were never used. From one of these photos came the inspiration for the newest cover.

Says DeVito of Holland, "He is Doc Savage."

#	TITLE	AUTHOR	1st PUB.
1	The Man of Bronze	Lester Dent	Mar 1933
8	The Land of Terror	L. Dent	Apr 1933
68	Quest of the Spider	L. Dent	May 1933
4	The Polar Treasure	L. Dent	Jun 1933
19	Pirate of the Pacific	L. Dent	Jul 1933
17	The Red Skull	L. Dent	Aug 1933
6	The Lost Oasis	L. Dent	Sep 1933
18	The Sargasso Ogre	L. Dent	Oct 1933
22	The Czar of Fear	L. Dent	Nov 1933
10	The Phantom City	L. Dent	Dec 1933
5	Brand of the Werewolf	L. Dent	Jan 1934
43	The Man Who Shook the Earth	L. Dent	Feb 1934
3	Meteor Menace	L. Dent	Mar 1934
7	The Monsters	L. Dent	Apr 1934
60	The Mystery on the Snow	L. Dent	May 1934
80	The King Maker	L. Dent & Harold A. Davis	Jun 1934
2	The Thousand Headed Man	L. Dent	Jul 1934
35	The Squeaking Goblin	L. Dent	Aug 1934
11	Fear Cay	L. Dent	Sep 1934
26	Death in Silver	L. Dent	Oct 1934
44	The Sea Magician	L. Dent	Nov 1934
31	The Annihilist	L. Dent	Dec 1934
9	The Mystic Mullah	L. Dent	Jan 1935
38	Red Snow	L. Dent	Feb 1935
13	Land of Always-Night	L. Dent & Ryerson Johnson	Mar 1935
16	The Spook Legion	L. Dent	Apr 1935
20	The Secret in the Sky	L. Dent	May 1935
88	The Roar Devil	L. Dent	Jun 1935
12	Quest of Qui	L. Dent	Jul 1935
70	Spook Hole	L. Dent	Aug 1935
60	The Majii	L. Dent	Sep 1935
32	Dust of Death	L. Dent & H. Davis	Oct 1935
15	Murder Melody	Laurence Donovan	Nov 1935
14	The Fantastic Island	L. Dent & R. Johnson	Dec 1935
71	Murder Mirage	L. Donovan	Jan 1936
27	Mystery Under the Sea	L. Dent	Feb 1936
72	The Metal Master	L. Dent	Mar 1936
45	The Men Who Smiled No More	L. Donovan	Apr 1936
73	The Seven Agate Devils	L. Dent	May 1936
51	Haunted Ocean	L. Donovan	Jun 1936
76	The Black Spot	L. Donovan	Jul 1936
36	The Midas Man	L. Dent	Aug 1936
21	Cold Death	L. Donovan	Sep 1936
[illegible]	The South Pole Terror	L. Dent	Oct 1936
[illegible]	Resurrection Day	L. Dent	Nov 1936
[illegible]	The Vanisher	L. Dent	Dec 1936
[illegible]	Land of Long Juju	L. Donovan	Jan 1937
[illegible]	The Derrick Devil	L. Dent	Feb 1937
[illegible]	The Mental Wizard	L. Dent	Mar 1937
[illegible]	The Terror in the Navy	L. Dent	Apr 1937
[illegible]	Mad Eyes	L. Donovan	May 1937
[illegible]	The Land of Fear	L. Dent & H. Davis	Jun 1937
[illegible]	He Could Stop the World	L. Donovan	Jul 1937
[illegible]	Ost (The Magic Island)	L. Dent	Aug 1937
[illegible]	The Feathered Octopus	L. Dent	Sep 1937
[illegible]	Repel (The Deadly Dwarf)	L. Dent	Oct 1937
[illegible]	The Sea Angel	L. Dent	Nov 1937
[illegible]	The Golden Peril	L. Dent & H. Davis	Dec 1937
[illegible]	The Living Fire Menace	H. Davis	Jan 1938
[illegible]	The Mountain Monster	H. Davis	Feb 1938
[illegible]	Devil on the Moon	L. Dent	Mar 1938
[illegible]	The Pirate's Ghost	L. Dent	Apr 1938
[illegible]	The Motion Menace	L. Dent	May 1938
[illegible]	The Submarine Mystery	L. Dent	Jun 1938
[illegible]	The Giggling Ghosts	L. Dent	Jul 1938
[illegible]	The Munitions Master	H. Davis	Aug 1938
[illegible]	The Red Terrors	L. Dent	Sep 1938
[illegible]	Fortress of Solitude	L. Dent	Oct 1938
[illegible]	The Green Death	L. Dent & H. Davis	Nov 1938
[illegible]	The Devil Genghis	L. Dent	Dec 1938
[illegible]	Mad Mesa	L. Dent	Jan 1939
[illegible]	The Yellow Cloud	L. Dent	Feb 1939
67	The Freckled Shark	L. Dent	Mar 1939
14	World's Fair Goblin	L. Dent & William G. Bogart	Apr 1939
17	The Gold Ogre	L. Dent	May 1939
30	The Flaming Falcons	L. Dent	Jun 1939
41	Merchants of Disaster	L. Dent & H. Davis	Jul 1939
78	The Crimson Serpent	L. Dent & H. Davis	Aug 1939
57	Poison Island	L. Dent	Sep 1939
81	The Stone Man	L. Dent	Oct 1939
37	Hex	L. Dent & W. Bogart	Nov 1939
40	The Dagger in the Sky	L. Dent	Dec 1939
29	The Other World	L. Dent	Jan 1940
86	The Angry Ghost	L. Dent & W. Bogart	Feb 1940
87	The Spotted Men	L. Dent & W. Bogart	Mar 1940
82	The Evil Gnome	L. Dent	Apr 1940
85	The Boss of Terror	L. Dent	May 1940
59	The Awful Egg	L. Dent	Jun 1940
90	The Flying Goblin	W. Bogart	Jul 1940
93	Tunnel Terror	W. Bogart	Aug 1940
91	The Purple Dragon	L. Dent & H. Davis	Sep 1940
123	Devils of the Deep	H. Davis	Oct 1940
66	The Awful Dynasty	W. Bogart	Nov 1940
67	The Men Vanished	L. Dent	Dec 1940
[illegible]	The Devil's Playground	Alan Hathway	Jan 1941
[illegible]	Bequest of Evil	W. Bogart	Feb 1941
[illegible]	The All-White Elf	L. Dent	Mar 1941
[illegible]	The Golden Man	L. Dent	Apr 1941
[illegible]	The Pink Lady	L. Dent	May 1941
[illegible]	The Headless Men	A. Hathway	Jun 1941
[illegible]	The Green Eagle	L. Dent	Jul 1941
[illegible]	Mystery Island	L. Dent	Aug 1941
[illegible]	The Mindless Monsters	A. Hathway	Sep 1941
[illegible]	Birds of Death	L. Dent	Oct 1941
[illegible]	The Invisible Box Murders	L. Dent	Nov 1941
[illegible]	Peril in the North	L. Dent	Dec 1941
[illegible]	The Rustling Death	A. Hathway	Jan 1942
[illegible]	Men of Fear	L. Dent	Feb 1942
[illegible]	The Too-Wise Owl	L. Dent	Mar 1942
[illegible]	The Magic Forest	L. Dent & W. Bogart	Apr 1942
[illegible]	Pirate Isle	L. Dent	May 1942
[illegible]	The Speaking Stone	L. Dent	Jun 1942
[illegible]	The Man Who Fell Up	L. Dent	Jul 1942
[illegible]	The Three Wild Men	L. Dent	Aug 1942
[illegible]	The Fiery Menace	L. Dent	Sep 1942
[illegible]	The Laugh of Death	L. Dent	Oct 1942
[illegible]	They Died Twice	L. Dent	Nov 1942
[illegible]	The Devil's Black Rock	L. Dent	Dec 1942
[illegible]	The Time Terror	L. Dent	Jan 1943
[illegible]	Waves of Death	L. Dent	Feb 1943
[illegible]	The Black, Black Witch	L. Dent	Mar 1943
[illegible]	The King of Terror	L. Dent	Apr 1943
[illegible]	The Talking Terror	L. Dent	May 1943
[illegible]	The Running Skeletons	L. Dent	Jun 1943
[illegible]	Mystery on Happy Bones	L. Dent	Jul 1943
[illegible]	The Mental Monster	L. Dent	Aug 1943
[illegible]	Hell Below	L. Dent	Sep 1943
[illegible]	The Goblins	L. Dent	Oct 1943
[illegible]	The Secret of the Su	L. Dent	Nov 1943
[illegible]	The Spook of Grandpa Eben	L. Dent	Dec 1943
[illegible]	According to Plan of a One Eyed Mystic	L. Dent	Jan 1944
[illegible]	Death Had Yellow Eyes	L. Dent	Feb 1944
[illegible]	The Derelict of Skull Shoals	L. Dent	Mar 1944
[illegible]	The Whisker of Hercules	L. Dent	Apr 1944
[illegible]	The Three Devils	L. Dent	May 1944
[illegible]	The Pharaoh's Ghost	L. Dent	Jun 1944
[illegible]	The Man Who Was Scared	L. Dent	Jul 1944
[illegible]	The Shape of Terror	L. Dent	Aug 1944
[illegible]	Weird Valley	L. Dent	Sep 1944
[illegible]	Jiu San	L. Dent	Oct 1944
[illegible]	Satan Black	L. Dent	Nov 1944
[illegible]	The Lost Giant	L. Dent	Dec 1944
[illegible]	Violent Night (The Hate Genius)	L. Dent	Jan 1945
[illegible]	Strange Fish	L. Dent	Feb 1945
[illegible]	The Ten Ton Snakes	L. Dent	Mar 1945
[illegible]	Cargo Unknown	L. Dent	Apr 1945
[illegible]	Rock Sinister	L. Dent	May 1945
[illegible]	The Terrible Stork	L. Dent	Jun 1945
[illegible]	King Joe Cay	L. Dent	Jul 1945
[illegible]	The Wee Ones	L. Dent	Aug 1945
[illegible]	Terror Takes 7	L. Dent	Sep 1945
[illegible]	The Thing That Pursued	L. Dent	Oct 1945
[illegible]	Trouble on Parade	L. Dent	Nov 1945
[illegible]	The Screaming Man	L. Dent	Dec 1945
[illegible]	Measures for a Coffin	L. Dent	Jan 1946
[illegible]	Se Pah Poo	L. Dent	Feb 1946
[illegible]	Terror and the Lonely Widow	L. Dent	Mar 1946
[illegible]	Five Fathoms Deep	L. Dent	Apr 1946
[illegible]	Death is a Round Black Spot	L. Dent	May 1946
[illegible]	No Light to Die By	L. Dent	Jun 1946
[illegible]	Colors for Murder	L. Dent	Jul 1946
[illegible]	Fire and Ice	L. Dent & W. Bogart	Aug 1946
[illegible]	Three Times a Corpse	L. Dent	Sep 1946
[illegible]	The Exploding Lake	L. Dent & H. Davis	Oct 1946
[illegible]	Death in Little Houses	L. Dent & W. Bogart	Nov 1946
[illegible]	The Devil is Jones	L. Dent	Dec 1946
[illegible]	The Disappearing Lady	W. Bogart	Jan 1947
[illegible]	Target for Death	W. Bogart	Feb 1947
[illegible]	The Death Lady	W. Bogart	Mar 1947
[illegible]	Danger Lies East	L. Dent	Apr 1947
[illegible]	The Monkey Suit	L. Dent	Jul 1947
[illegible]	Let's Kill Ames	L. Dent	Sep 1947
[illegible]	Once Over Lightly	L. Dent	Nov 1947
[illegible]	I Died Yesterday	L. Dent	Jan 1948
[illegible]	The Pure Evil	L. Dent	Mar 1948
[illegible]	Terror Wears No Shoes	L. Dent	May 1948
[illegible]	The Angry Canary	L. Dent	Jul 1948
[illegible]	The Swooning Lady	L. Dent	Sep 1948
[illegible]	The Green Master	L. Dent	Jan 1949
[illegible]	Return From Cormoral	L. Dent	Sum 1949
[illegible]	Up From Earth's Center	L. Dent	Sum 1949
[illegible]	The Red Spider	L. Dent	Jul 1979
[illegible]	Escape From Loki	Philip Jose' Farmer	Aug 1991
[illegible]	Python Isle	Will Murray	Oct 1991
[illegible]	White Eyes	W. Murray	Mar 1992
[illegible]	The Frightened Fish	W. Murray	Jul 1992
[illegible]	The Jade Ogre	W. Murray	Oct 1992
[illegible]	Flight Into Fear	W. Murray	Feb 1993
[illegible]	The Whistling Wraith	W. Murray	Jul 1993

A GUIDE TO 60 YEARS OF SAVAGE...

We've ventured deep into the HERO archives to dig up this definitive list of Doc stories. Be sure to use the following key as a reference guide to the one and only Savage...

KEY

#	Bantam edition reprint number (the small "o" stands for Omnibus)
Title	Original title (reprint title)
Author	Name of author (all used the pen name of Kenneth Robeson)
Date	Date of original release

ULTRAVERSE
If you have a PROBLEM, They have
THE SOLUTION
James Hudnall
Chris Wozniak · John Lowe
SEPTEMBER 93

THE HERO INTERVIEW

VAMPIRELLA

She's ... the hottest little ...d-s... this side of ...culo... almost a quarter of ... centu... nd now her career ... on th... possible come-back tr...

HERO ...ght up with Vampi... during a recent magic show wh... she was, as she was m... every night, assisting ... ...edragon during ... performance.

...rst of, ... I call you Vampi?

Vampi: ...g pleasantly) Oh, please ... that's what every-...dy ca... You have a lovely neck.

...Th...um...so, how ...bout th... ...lls?

Vampi: ...

...no... I'm just a bit ...ervou... ...o, you're a vam-...re. I ...s assumed vam-...es were myths. Yet here we are, and ... are your teeth...

Vampi: ... we are.

...mm, ... the vampire thing. H... ...g have you been a vampire?

Vampi: ... I've required the ...ishm... of blood for as long as I can ...mber. But on my ... pl... of Draculon, the ... ran rich and full with blood. ... wasn't ... came to Earth ... I ha... ...ly on unorthodox ...ding ...

...other planet? I was under the impression that that whole ... of your life was a brainwash attempt to mess you up. Are you sure about this?

Vampi (obviously upset): Oh, I just don't know what to believe. Could we talk about something else?

Well, let's talk about your comics. You first appeared in 1969 as a campy cheesecake kind of character. Why?

Warren's *Vampirella #1* from 1969 sporting a Frazetta cover and the new *Vampirella #1* from 1992 with Adam Hughes art from Harris Comics.

Vampi: Well, that was thanks to Forry Ackerman. You know, the guy who edited *Famous Monsters of Filmland*...

Sure, that book was also a Warren publication.

Vampi: Right, well, anyway, Forry was a great guy. Full of imagination and spunk, but boy he had some twisted ideas about what kids wanted to read. He's really into puns and weird play-on-word kind of jokes. He felt it would be best to try out my story as a cutesy type strip.

For me, I preferred the story lines when they got serious. I remember going to the drug store as a kid, always unsure as to whether the check out person would let me buy it. One lady told me it was just Playboy in cartoon form.

Vampi: You and every other boy. As soon as the editors started taking the stories seriously, the book really took off. Say, are you okay? You're sweating...

Oh, I'm okay. Your eyes are just penetrating my soul. Other than that, I can't remember when I've felt quite so cozy!

Vampi: Well, aren't you the little romantic!

So, back to the interview...Did I mention that you are as incredible looking now as you were in 1969?

Vampi: Well, thank you!

You've been the subject of many well known artists' work. Do you have a favorite artist or piece of art of yourself?

Vampi: I really like the Frazetta cover of the original issue #1. It's really sensuous. But then there was the life-size poster by Jose...Jose Gonzalez. But I'm really fond of Joe Jusko's portrait of me. It was done last year, so I think it shows off the new me real well.

Your costume shows you off real well on its own. Who came up with it?

Vampi: This really nice comic artist named Trina Robbins designed it for me. It was designed for my sitting with Frazetta. I've always loved it!

You and about a zillion of your fans. Speaking of the costume, how does it stay on?

Vampi: I work out everyday, I eat right, and carry a roll of double stick tape! Did I mention what a beautiful, strong neck you have?

Yes, you mentioned it, Vampi.

Vampi: Oh, sorry.

The new stories in the Harris comics do contain some of the characters from your early stories, like Adam Van Helsing and Pendragon. But what about Uncle Creepy and Cousin Eerie?

Vampi: Oh, please! It sounds like they're family. Those two are the most disturbing creatures I've ever met. There was a *Creepy special* last year. You wanna know scary, read that. You should see what they tried to do to me in that...

Well, do you plan on working with them again?

Vampi: Not if I can help it!

Who would you like to work with?

Vampi: Do you remember the Rook? He was another Warren character. He and I have been tight for a long time. I'm probably gonna be working with him again soon in his new book. Would you look at those veins in your arm!

Okay, look Vampi, I think you're great. Really. But all this talk about my neck and veins is really making me nervous.

Vampi: I'm really sorry. How about the next question...

Thanks! Now, do you find yourself in an uncomfortable situation with Pendragon? He's an alcoholic. You're a vampire. Is this a codependancy thing?

Vampi: I take care of Pendy, he takes care of me. I don't have a problem, though.

How can you say you don't...

Vampi: Look into my eyes. Look deep. Deeper.

[Editor's note: this interview was sent to us. Our interviewer has chosen not to return our calls or letters. We assume by the brie... message he wrote, that he is on vacation. We apologize for this incomplete interview and wish to thank the lovely Vampirell... for her time and wish her the best as her new comic series continues to sel... like bats out of hell!] ▲

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SOME CLAIM IT'S SUCCESS, OTHERS SAY IT'S EGO, HERO CALLS IT...

100% LIEFELD

Rob Liefeld, one of the "bad boys" of comics and a founder of Image, surprised both the industry and his fans in July when he announced that he was stepping aside from an active role in the operations of Image and Extreme Studios, as well as his various Image projects such as YOUNGBLOOD, BRIGADE, and SUPREME. HERO conducted the following interview in late July 1993, to set the record straight on Rob's future plans.

By Paul Grant

ve heard that you're basically leaving omic books for a while. Is that true?

IEFELD: I'm taking a, what do they all it, sabbatical? I want to get away nd kinda focus. I went back and got ny old studio that I started in about ve years ago, a little shack. I mean, vhen your day's full of signing copy- ght and trademark agreements, vorking with the other artists, traf- king books, trying to catch up on ne deadlines that are already real ar behind— I mean, it's a miracle ve been able to do what I've done, hich is still put out work. I've njoyed it, but there have been some efinite bumps in the road. I've done ome stupid things, like make romises that I didn't keep. After a hile you go, "Wow! I'm kind of a ke now." I need to go off and focus nd take care of some business and st kinda get the stuff going. I think if keep trying to run to catch up, I'm ot going to make it. What I need to o is just take some time off and just et focused

Who's taking over the business end of the studio?

IEFELD: Kurt Hathaway, who's een lettering the books, has had his strong desire to edit stuff—he vas editing some stuff for some lack and white companies. Eric tephenson has been doing some tuff too, but he is like writing every ook in here. To give him some time o grow and develop, and take on all ne writing chores, he's going to edit wo books and then Kurt's going to e taking over the rest of them urt's been doing it for like the last wo weeks now, 'cause I mean after an Diego is when I'm kinda out of here for good, for at least the next nine months.

A common complaint is that your books, and Image's in general, are chronically late.

LIEFELD: In the month of July we put out—Extreme Studios, not Image Comics, but Extreme Studios through Image Comics—put out seven comics. That stuff was late, but we were backed up so long that now stuff is constantly coming up. In August, we'll ship five books. In September, another five. I mean, SUPREME and BRIGADE and BLOODSTRIKE have really gotten to a point where they're more on schedule

So what do you plan on doing for the next nine months after San Diego?

LIEFELD: I'll have a new project probably out in March or April of '94. On that project I'm doing the writing and penciling. I've definitely become a better artist in the last year, but I think I was a better plotter or writer of stuff when I was on X-FORCE. I think I traded I came in contact with a tremendous inker named Danny Miki, and I was able to give up the inking. When you ink your own work on a monthly deadline like I was doing on X-FORCE and NEW MUTANTS, back when I used to do the monthly stuff, you sacrifice a little of the drawing to make sure you make the inking deadline, 'cause when you're an artist you can fudge up stuff and say "Hey, the inker will make it up." But when you're the last guy putting the pen to paper? I sacrificed to make a lot of my art work. I think if you look at the latest stuff, like the DEATHMATE prologue, or YOUNGBLOOD STRIKE FILE, the forms are better I'm constantly striving to be a better artist, but I think I definitely overextended myself in the idea realm, and it showed. There were large gaping holes.

Todd McFarlane took a break after he left SPIDER-MAN. Is this somewhat similar?

LIEFELD: The thing with Todd is that he went away after SPIDER-MAN, and he had been critically trounced on SPIDER-MAN. He always kids me: "YOUNGBLOOD #1 is your SPIDER-MAN #1!" And I say, "Yeah, you're right." I think you want to take your work to a higher level,

ROB ON HIS DEPARTURE FROM EXTREME:

"I've done some stupid things, like make promises that I didn't keep. After a while you go, 'Wow! I'm kind of a joke now.' I need to go off and focus and take care of some business and just kinda get the stuff going. I think if I keep trying to run to catch up, I'm not going to make it. What I need to do is just take some time off and just get focused."

and I think the only way for me to do that is to go away. So I'm just going to go away and work and try and get better and then we'll see.

Do you see any downside to your plans?

LIEFELD: I know that I risk being forgotten, and that's one reason I've always been out there. You know, "Out of sight, out of mind, what have you done for me lately?" That's the way this business is. So every time you go away I think you take a risk, but I think if it's for nine months to a year, I'll be okay—especially if the work is getting read when it comes out. You know kids—if you come back with work that's good and work that's solid, you can maintain some sort of support and some sort of audience.

Will your reputation as a "hot artist" suffer if there aren't any new Liefeld books on the stands?

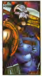
LIEFELD: To be honest, I've been guilty of getting caught up in 'being the latest hot guy' syndrome. But I can get so caught up in this, and it'll kill me, or I can pull back for a while, and I just decided to pull back for a while and not concentrate on that stuff, and you know, just do good stuff. I think all we have to do is keep making it better and there'll be more people who are entertained. But if not, if we just level out at that audience, I'm gonna still continue to publish that book, 'cause I look at SUPREME, and I don't care if it sells. I like picking up this book, and I'll put this book against any book that's being published out there. I just want to do quality, 'cause at some point you can't always be the hot guy, and you can't be the top guy. I think it gets down to, "Am I gonna do good work or am I gonna keep putting my name out there just to keep reading my name in the headlines?" I'm just tired of that. I don't know if I'll mature as a creator, but I think I'll settle down.

Will you miss hanging around Extreme Studios every day?

LIEFELD: It's weird knowing that you're not going to be part of something day-to-day, after you've been doing that for six years. Part of me's scared of taking a vacation, because I think I'm going to have so much fun I'm never gonna come back. So we'll just wait and see.

Isn't Image rethinking itself as a company, with the cutback to the original core group, instead of publishing all those other people?

LIEFELD: I don't want to talk about it anymore than that we got screwed by a lot of people, and we just weren't going to take it anymore, and we got rid of those people.



YOUNGBLOOD #1
Rob's disappointing start at Image

Can I ask you to be self-critical and tell me what you'd like to improve in your writing and your artwork, over the next nine to twelve months?

LIEFELD: With YOUNGBLOOD, STRIKE FILE, and some other stuff that's upcoming, I've gotten back to some of my big influences. Jack Kirby has always been a big influence on my work, not the way I draw and the style, but his approach to comics, which was very bold and very in-your-face. What I got out of his stuff was this energy, and I think I've almost gone too far. There have been too many splash pages. I pulled out some of my NEW MUTANTS and some HAWK & DOVE and I went, 'Man, I used to take time with the characters and details.' It's gotten to be where there are too many fights, too many slugfests, and not enough characterization. I think I'll always have a boldness to my work. I think that's what makes this fun for me, but I need to do a little more. I think my storytelling can definitely move your eye through a page. I've always been able to do that, but I definitely could use some new approaches to the storytelling.

And what about your writing?

LIEFELD: I felt so much better just being away, and I've been able to sit down and write and come up with long term story lines, instead of just thinking on my toes every other couple of weeks, 'Oh man, what do I have to do next?' I was going, 'Okay, I did that. Okay, now I gotta do this,' and the next month the same thing. I think when you stop wanting to improve, that's when you suck, and you die, and you suffocate. I think I want to make the stories much more. I think my signature was really fast-paced plots, but something actually happened in them, you know? I think too little has been happening in everything I do. In a perfect world, if the stuff came out monthly I don't know if that would be the same. But that style only works when you're coming out regularly. I'll tell you one thing, I won't even bother showing my face again until I can do a monthly book. You won't even hear me. I mean I will not advertise. Because I've said so many things in the past, and things haven't come out the way they were supposed to, like, 'Hey, our books are going to ship on time.' Boom! Missed. Boom! Missed. Unless I come out and hit monthly again, I'm a joke for the rest of my life in this industry. I know it. I know the fans know it. But I won't even show my face until I can mail out two complete issues to all the distributors, retailers, and show them that, hey, this is on the press. I don't want to be every six weeks. I don't want to be every five weeks. I want to be monthly again. That means taking some time off, and getting some issues done and putting them in the drawer. That's very important. I'm just going away to do everything right.

One criticism that's been leveled against you is that, for instance, in all the issues of YOUNGBLOOD there really isn't any development of character— there's been essentially one long fight. How do you respond to that?

LIEFELD: Is there character development in there? Absolutely. Is there as much as maybe people expected or desired? I think sometimes, and I've said this before and gotten taken to task for it, but the expectations can be so great that you can't live up to them. Now, YOUNGBLOOD #1 was a disaster, period, end of story. I worked with a friend, who I let go after that, who scripted the book. When we reprint the first four issues, or zero through four, the whole comic will be rescripted and people will see a different script on top of that. I did not write that. I was working

ROB ON MEETING DEADLINES:

"I'll tell you one thing, I won't even bother showing my face again until I can do a monthly book. You won't hear me. I've said so many things in the past, and things haven't come out the way they were supposed to, like 'Hey, our books are going to ship on time.' Boom! Missed. Boom! Missed. Unless I come out and hit monthly again, I'm a joke for the rest of my life in this industry."

on Youngblood in the same manner that I did X-FORCE. When I plotted YOUNGBLOOD #1, I wanted two stories on each side. But the writing, you know, the whole package? I look back and think I'm never gonna shake it, but I can acknowledge that it didn't turn out the way that it was supposed to. Issues two, three, and four—I'll hold them up against any other comic books as far as a moving story goes. The characters all got wrapped up in it and they battled one large villain, and it was resolved. Even with four issues I couldn't have gotten to all of those characters. But there are some characters where you can go, "Okay, I know about them," and I know from the mail that we get that they want to know more about them. Should there have been more there? Absolutely, I'm not going to deny that, but especially within the time period of the issues, too much goes by. Were some of them meant to be mysterious, like Diehard? Yes. But there are certain key characters that you got to know enough about.

Perhaps part of the problem was that there were too many new characters in YOUNGBLOOD.

LIEFELD. True, but I would also cite the climate at the time. One month after I released YOUNGBLOOD, Marvel announced that they'd be coming out with new characters in all their annuals this year. DC did the same thing, and their crossover was named after my letters page, which was called Bloodlines. You certainly have got more "blood" characters than I ever heard of before, and you've got tons of new characters, and tons of new companies, and everyone's scrambling to copyright and trademark characters. I said, "If this thing fails, I'm going to get as many concepts into this as I can." I tried to make it all work. Now, that's where I will acknowledge that it could have been better. That's what I'm going away to do, I mean seriously.

BLOODSTRIKE
Living up to its name.

You won't hear from me for a while and I'm not going on the road. You won't see me at a convention. I'm not going to run to catch up. I just want to go away and do the work. But if you're asking me to acknowledge faults in my work, yeah, I'm big enough to do that

Have you seen people's panel-by-panel analysis of your work, where they say how the costumes change?

LIEFELD: On X-FORCE and stuff I used to draw belts on the wrong side. I got confused, and I definitely was rushed. Maybe I'm working too fast and I just don't catch it. I'm trying to improve on that, too.

Do you have a feeling that people were laying in wait for you to fail when you started Image?

LIEFELD: No. I think there was product that Image as a company put out there that, again, didn't meet expectations, and in some cases they were just not done well. I'll again cite YOUNGBLOOD #1, which was disappointing for me. It was late, and we had to get it out and I had my best friend color it, another friend write it, and I thought, 'Hey, cool! This is just like comics when you're doing them as a little kid,' but the result wasn't something that I liked. I made some mistakes, but otherwise I don't think people were waiting for us to fail.

Image was called "the company without writers" at the beginning...

LIEFELD: (Laughter) So what does that make other companies? Companies without artists? We are in the early stages. The year is just behind us and we made a lot of mistakes. Now we're starting into another year. Most companies make lots of mistakes when they're first starting out. But when the spotlight's on as intensely as it was on us, it seems like you're almost not allowed to make those mistakes.

I want to say that, about the writing, the one thing that excites me the most about going away is that I don't think people have enough info out there yet to decide—and I don't think I do either—whether I'm a good writer or bad writer. Do I have bad writing up there? Yeah. Do I have some good writing? Yeah. I want to go away and find out for myself. I'm not stupid. If it isn't good, I'll just resign myself to the fact that 'You're not meant to write, Rob, you're meant to draw.' But comics is where it's at. I love this medium. I'm still just trying to have fun. I'm not looking to do high art. I'm just going away to do something that's fun.

Are there certain writers you want to emulate?

LIEFELD: I look at my friend Todd, and what I think he has become—a great writer. I don't know if I'm ever going to be able to be as good as Todd. I'm not trying to shoot for that, for SPAWN level. I'm just hoping to put some mistakes behind me and move on. Somebody said something to me once, that when you've lived life a little more and you've experienced more things, it will make your writing better. Whatever I do next, I think everything that happens to me is a story, is an adventure, and I want to put that stuff into my comics work. Who knows? I've already told people the next work you see out of me will be very low on fight scenes, whatever that means. You can still do action. You can still do something like that, but clobbering people over the head, after you've drawn it a thousand times, leaves you saying, 'Okay, I can do this. I'm going to put this behind me now.'

Besides Image comics, what do you like to read?

LIEFELD: As far as comics, I still read UNCANNY X-MEN. I read as many of the X-MEN titles as I can. That's the only Marvel stuff I read. I read John Byrne's NEXT MEN every month. I think it's a cool book. Anything Frank Miller does, I read. I just started reading MADMAN last weekend. The Reign of the Supermen, I read that. That's where my comic book reading ends.

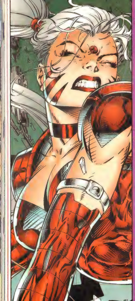
When you were 12 years old, did you want to do what you're doing now?

LIEFELD: I wanted to draw comics, but when I was 12 years old I wanted to draw like John Byrne. (Laughter) I don't draw like John Byrne, so there's a big hole in that theory. I don't want anyone to draw like me. I want to be unique, and the minute you can be duplicated, on one hand that's a great homage to your talent. On the other, you want to be the only Beatles, the only Elvis, you don't want six of them. ▲

ROB ON WRITING:

"YOUNGBLOOD #1 was a disaster, period, end of story. I worked with a friend, who I let go after that, who scripted the book. When we reprint the first four issues, the whole comic will be rescripted and people will see a different script on top of that.

I don't think people have enough info out there yet to decide - and I don't think I do either - whether I'm a good writer or a bad writer. If it [the new writing] isn't good, I'll just resign myself to the fact that I can't write."



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Spotlight On:

By Steven Darnell

Curt Swan is one of those comics artists who really needs no introduction, but here goes:

Since making his debut (on DC's **Boy Commandos** in 1945, Curt Swan has won praise for his straightforward, detailed style, and while his work has never reached the fever pitch intensity of, say, Jack Kirby's artistic spectacles, in his own way, he probably influenced as many young artists as Kirby did. Of course, for over thirty years he was one of the stars of the Superman universe (which, in their heyday, included not only **Superman** and **Action Comics** but **Jimmy Olsen World's Finest** and even **The Legion of Super Heroes** where Superboy turned up often as not). When you think of the Man of Steel, odds are that it's Swan's version—displaying a quiet yet commanding dignity—that comes to mind. Swan's longtime association with Superman came to a close in 1986, when John Byrne, Marv Wolfman and Jerry Ordway set out to revamp the character. Since then, without the grind of a monthly book, Swan's work has popped up in a number of DC titles, including **The New Teen Titans, Secret Origins, The Legion of Super Heroes,** an **Aquaman** mini-series, and even a few pages detailing the exploits of a certain Kryptonian...

A recent photo of Curt Swan

Does it boggle your mind that you've been at this for 50 years?

SWAN: Yes, it does (laughs). Especially since my wife at the time came to it after about three weeks of my doing **Boy Commandos** in a small hotel room in the Rockaways in Long Island, and I told her "This can't last. Maybe a couple of months."(laughter)

One of the things that's really changed since you started working has been a sort of "cult of personality" around creators and artists. Do you think that's for the best, or does it tend to work against creative people? Thirty years ago, for instance, there wouldn't have been a signing at a store like this. There wouldn't even have been a store like this...

SWAN: Oh, no, absolutely not! They were very careful to keep the work under the...how shall I say?... Anonymity was something I cherished and liked, but some of the artists didn't like it. [The company] didn't like your name on your work. The...notoriety is perhaps the word I'm looking for, was so protected by the editors and...we were just hack persons. We sat down and did our work, drew the story, and from that point on, forget it! You didn't even get the work back! They stacked it away and then, as time went on, they shredded the original art.

That's right, and once in a while, in The Flash I think, they'd send a page of artwork to anyone who had a letter printed.

SWAN: Yeah

Does it bother you in retrospect, that people were willing to play fast-and-loose with your artwork?

SWAN: No, it didn't bother me, but it did bother some of the fellows. I guess their egos got in the way, I don't know, but it didn't bother me, no. So long as I got the check for the stories, I just said "That's it. I'm finished with it, let's go on to the next one!"(laughs)

I want to ask you about working for Mort Weisinger, compared to working for Julius Schwartz. The Weisinger stories were very simple, there was not a lot of detail. Then Julius Schwartz came along, and the stories had greater detail, action and fluidity. Was that a transition you'd been itching to make, or was it...

SWAN: Well, it was a happy transition. It made the work for Julius Schwartz much more pleasurable, and I finally discovered that I could enjoy doing this! But with the Weisinger scripts, the similarity of the story lines just...it was boring.

Adventure Comics
Superboy and the Legion of Super-Heroes
One of the Legionnaires on this cover will ... you'll be shocked ... the Doomed Legionnaire!

That's a good point. How many times can you have a gorilla with kryptonite beams coming from his eyes...

SWAN: That's it, that's it, right. But Julius got into the human quality much more. He's a much more sensitive person than Mort Weisinger was.

I guess dealing with Mort Weisinger was not much fun.

SWAN: Yeah, he was a very difficult person to deal with, a very negative personality, and I hate to say anything bad about the man, but he was prone to chew out people...If he felt they were weak in any way, he would chew them out terribly. This gave him a feeling of power, and oft times I'd come in on the tail end of one of these...harangues and after that person left, I'd go to work on Mort. I would take out my...frustration shall we say, and my bitterness toward him, and the way he handled people, and I would chew him out. We'd have a verbal battle.

Well, it's important that somebody stood up to him.

SWAN: Oh, yes, but he respected me for that, and we became even closer. Not friends, but in our association, through that respect, we became a little closer.

Well, he may not have been the easiest person to deal with, but he certainly knew something about telling a story and selling a book.

CURT SWAN

Spotlight On: Curt Swan

SWAN: Yes.

You drew Superman for about 30 years. When they announced the big change in 1986, what was your reaction? Were you shocked, or surprised?

SWAN: No, I felt they had to do something, and this was something I harped on for a long time with Mort Weisinger, that Superman was so invulnerable. The writers were eventually gonna go right up the wall, because they wouldn't have any plot ideas. He disagreed with me totally; again, going back to his ego. Anybody critical of anything he did, writing or editing, would get a verbal thrashing. This didn't bother me, the only thing that bothered me was that the man wouldn't listen to anybody else, and I felt I was so involved in the character Superman that I felt if anybody could do a critique on the way the stories were going, and the dead-end street they were headed up, I felt I was the person who could come up with something. But he was adamant about it; he would not listen. So when John Byrne came over from England and came up with these ideas, I thought some of the ideas were going in the right direction, and might be very helpful. Unfortunately, I don't know, as things developed, they didn't do what they expected. Maybe, as I've said before, they'd gone too far over the edge to make this transition, because it's too sudden. If they'd done a gradual thing, so the readers were moved from this one situation to the other in a more subtle manner, then the character would've held its place in the comics field.

[At this point, our discussion is interrupted by a few autograph-seekers]

Boy, nothing like fame, huh?

SWAN: Oh, boy (laughs). I liked anonymity in the old days. [When I was] working in the art department doing a cover or something for DC, young people would be brought in and given a tour, and these young people would come up to me and go "Hey! I know you! You did **gangbusters such-and-such!**" They knew the title and the story line. I was stunned! I couldn't believe that they were so much into it. But this is typical of most of the fans. I've been to conventions where I'd give a talk, and the moderator would say "All right, we're open to questions," and a fan would get up and ask a question, and I'd say "For heaven's sakes, I don't know about that! I'll bet if you turned to your neighbor there, he'd give you the answer!"

Was it in the 1960s, while working with Mort, that you became aware of the impact these books were having? When did that reach you?

SWAN: Well, I think maybe in the past few years, when I've gone to conventions, and seen such a broad variety of...I hate to say "types," but people of all stations in life, ages, doctors, lawyers, just in wonderment that I was able to do this sort of work. Which, you know, is great for the ego. I start floating right out of the chair.

Do you read any comics these days?

SWAN: No, no, no. (chuckles) I've been asked this question many times, but you know, working at the board to doing a particular story—any story—it becomes something that you just want to get away from. Totally. I would get a stack of comic books, and I would flip through them, and if something caught my eye, I might read a page or two. I never got into that.

Well, you have such a wonderful, naturalist style, which I guess is derived from the old magazine illustrators...

SWAN: Yes, that's right. That was my first love. I would drool over some of those magazines. They were my heroes.

Nowadays, of course, the trend in comic art is toward almost unnatural contortions of the body. People like Rob Liefeld...

SWAN: Yeah, yeah. When Carmine Infantino was the...President [of DC], or whatever you want to call it *Publisher, actually*—D., I said to him "Well, your layouts are beautiful, but it's going to be too much of a transition for me to exaggerate to that extant, distort the human figure, it's not natural for me. I can't go to that extreme." And I do see now that the young artists...it's a shame that they're not being themselves so to speak, and doing their own thing. They're mimicking another person's style, and there's that kind of similarity right across the line. Occasionally I see something that's different, and that I like to see. That I'm impressed with.

Maybe the similarity you talk about comes from the fact that so many artists seem to have learned drawing from comic books, rather than art schools...

SWAN: Yes, that's just it. Exactly.

I know that while you did Superman, one of your favorite inkers was Murphy Anderson, among others. Are their any young inkers that you like to work with? By the same token, since you're on more of a part-time basis, are there times you saw a story and found the editor had given you an inappropriate inker?

SWAN: Well, there have been a couple, I would say, that I wasn't terribly happy with, but this question has been asked of me many, many times, and I never felt I could do a critique on another person's livelihood. Also, my perception is strictly from an artist's point of view, and I felt that a critique coming from somebody who is part of the readership is much more valuable than my impression of that person's work. So I never got into that area.

One final question. You said several years ago "I don't think I've ever felt that comfortable or that secure about my art that I would ever be complacent about it." Does that still apply, even though you don't have the routine of a monthly book?

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Featuring SUPERMAN and BATMAN in The Doomed Boy Heroes!
SUPERMAN, THAT FORCE YOU'RE APPLYING IS KILLING ROBIN AND JIMMY OLSEN. TURN IT OFF!
THIS HAS TO BE DONE, BATMAN! DON'T YOU DARE TRY TO STOP ME!

SWAN: Oh, yes, absolutely. I try to stress this in any talk I give, to young fellows coming up in the field; never ever be complacent about your work. Never sit there and say, "That's it. That's the best I can do." No way. You gotta dig your heels in and strive to do better. All the time. Be your own worst critic. Or best critic.▲

Personal Favorite
Curt Swan

[illegible]

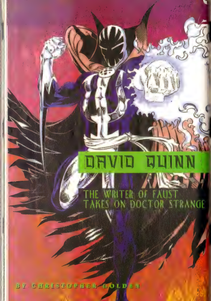
Over the years, Curt Swan has created such an incredible amount of great comics that it's kind of hard to pick the best. Still, there are a few that seem to still grab me after all these years.

The Doomed Legionnaire
(Adventure Comics # 352 & 353)
The first great tragedy of the DC universe. Death in comics is commonplace nowadays. At a time when it never happened, Jim Shooter and Curt Swan hit us hard with the sacrifice of Ferro Lad's life. The Fatal Five may be the coolest villains of the DC universe (besides the Joker). Swan's Validus has never been beat for visual power and weirdness.

The Death Of Superman
(Superman #149)
Okay, DC did have its share of death and destruction, but only in imaginary stories (DC did *What If* first). This grim tale tells what could happen if Luthor convinced the world and Supes that he had reformed. Swan's depiction of Luthor shows him as both ruthless and humane. The world's sorrow over the loss of the big blue cheese has never been depicted like this since.

The Amazing Story Of Superman-Red and Superman-Blue
(Superman #162)
It's the ultimate imaginary story where Superman's experiments with all the various Kryptonites results in splitting Supes into two beings, Red and Blue. They're smarter than the previous guy and go about fixing everything that the previous Supes was unable to do. They reform both Luthor and Brainiac as well as all the criminals of Earth. They find cures for every disease in the world. They restore Kandor to normal size. Jeepers!

This is like a greatest hits record for Swan. He draws draw virtually every character in the Superman and DC universe of that time. He draws every kind of Earth (and unearthly) terrain. This is a great one! ▲



DAVID QUINN

THE WRITER OF FAUST TAKES ON DOCTOR STRANGE

BY CHRISTOPHER GOLDEN

STRANGE DAYS INDEED

A change is gonna come, or so the song says, and perhaps this is a sign that the change has begun - Marvel Comics, in a move that has pleasantly surprised an entire generation of comic book readers, has hired David Quinn, the writer of *Faust*, *Night Vision*, and Harris Comics' *Cain*, to take the reins of *Doctor Strange*. Although David's work is highly regarded within the field, its ultra-violence and high sexual content made him an unlikely candidate for the job, especially in light of Marvel's reputation for hiring its writers from within. But happily, they've surprised us all.

"I plead ignorance," says *Doctor Strange* editor, Evan Skolnick, "In that I wasn't aware of David's excellent reputation before I hired him. But it certainly is a nice bonus.

"So how did it come about? David had been pitching stories to Marvel's queen of the supernatural, editor Bobbie Chase, mainly regarding *Midnight Sons Unlimited*. According to Skolnick, Chase 'liked the way he thought.' But his ideas for that title were slightly outdated, continuity-wise. Still, his work earned him an invitation by Skolnick to pitch his concepts to take over *Doctor Strange*.

"David had a great idea for how to make the book more interesting, more mysterious, and at the same time, more marketable," Skolnick says. "It was an amazing thing. Now, it's a real nice surprise when I mention his name to people and most of them know who he is, they know his work, and they're very happy to hear that he's working on *Doctor Strange*."

David Quinn had his first taste of fame with *Faust*, a modern, superheroic, ultra-violent version of the Faust legend. His entry into comics came at the urging of *Faust* co-creator and artist, Tim Vigil. When the two met in 1987, Vigil had been quite successful with a black & white independent comic called *Grips*.

"I met Tim in Brooklyn," David remembers. "He wanted to do a new book, a combination of *Sword in the Stone*, *Green Lantern*, and *Silver Surfer*, called 'Omega.' When Marvel threatened to sue us, we changed his name to *Omen*. I'm kind of sorry all we ever did with that was three issues. But somehow, Vigil's work pushed farther and reached more people when he got more primal and bloody. So I went back to my notes for all these plays I was trying to write that I had tiny little audiences for, and I couldn't make a living at, in New York.

"I found notes on an essential prototype for a character who is damaged and unfulfilled, makes a deal with the devil, and gains great power and knowledge, which drives him crazy. The Faust myth. It goes back to puppet shows in medieval times. I didn't even try to be clever. I just said, 'it comes from Faust, we'll call it *Faust*.' "

From the beginning, when Northstar was publishing *Faust*, each issue began with the legend, 'Rebel Studios Presents'. "Like 'Stan Lee Presents'," says Quinn. According to the Rebel team, when Northstar stopped paying them, Rebel Studios became a reality.

"Rebel Studios is a publishing collective. It's not a formal publisher, where I'm trying to make a living that way. Tim and I wanted to self-publish and we dragged a few other guys along with us. Imagine if you're not famous, or Tundra, if you don't have Kevin Eastman's millions. We've only got a few extra thousand left over from *Faust* after we pay ourselves, and we reinvest it. It feels good to be able to say to these guys, 'we'll find the money to print your book, and we'll take the time to sell it to the market. All you have to do is make it as good as you can.' That kind of moment is what I'm really proud of."

"These guys' books include: *Dark Star* by Scott Frantz; *Springheel* by David Barbour and Wayne Tanaka; *Gunfighters in Hell* by Tim's brother, Joe Vigil; *Night Vision* by Quinn and Hannibal; and *Eo* by Tim and Franz Henkel.

When asked what advice he has for creators interested in self-publishing, David insists: "It's garage publishing. It doesn't take anything...Tim had saved a few thousand dollars and I spent some time on the telephone. That's all it took. Of course, you also have to write and draw the book. And if it's not already better than what's out there, don't bother.

...IF IT IS NOT ALREADY BETTER THAN WHAT IS OUT THERE, WHY BOTHER?

"But realistically, I should point out how hard it is, especially in *HERO*, which tries to go beyond *Wizard*. Until we make the retailer realize that there's more than five companies, there's a whole catalog of companies and it would be worth their while to actually look through the whole catalog, until then we're just barking at shadows."

There has been talk for quite some time about a *Faust* film. In fact, this is not idle chatter. Quinn has been working for two years on the screen version which he intends to have cut in both R-rated and unrated versions. The project has a director, Stuart Gordon (*Re-Animator*), a special effects artist, Micheal Burnett (*Universal Soldier*), an independent producer, Ted Chalmers, a designer named Tim, and writer named David.

But there's no money.

"Hollywood is full of liars and bullshit artists," Quinn snaps, though he names writer/director/producer Clive Barker, whom he calls 'a shining knight,' as an exception.

"Everyone who's ever seen *Faust* has wanted to see more, but no one has ever signed on the dotted line," he explains. "It might have been easier, I'll admit, if we had just sold the rights to the name, the costume, the basic idea outright and let them do whatever the hell they wanted. But having seen *The Punisher*, *Captain America*, *Swamp Thing* and *Howard the Duck* and even *Batman*."

Point taken.

...HOLLYWOOD IS FULL OF LIARS AND BULLSHIT ARTISTS...

Rebel Studios, like many other publishers, has run into problems with censorship. "We've alienated family, friends, wives, girlfriends, Canada and the United Kingdom," Quinn laughs, not joking. "But if you can't offend your family, who's left?"

And that attitude is all a part of the greater philosophy of David Quinn.

"In recent years, with the exception of a very healthy attention to different ethnicities and a nuts and bolts business — because companies like DC, Image, Harris, and maybe even Rebel, were able to offer a more grown-up perspective on giving the creator his rights — mainstream comics have changed very little.

"What are the nineties about besides the two exceptions I mentioned above, turning up the volume on violence, and more covert gimmicks? I'm hoping for a return to a more character-driven kind of danger. I'm trying to create it."

There is, without question, a certain irony about Quinn's new Marvel gig. *Strange* has always been dark, filled with mystery, magic and monsters. And yet, only now, with its inclusion into the "Midnight Sons" sub-universe, does Marvel hire someone intimately familiar with horror, a horror most Marvel fans would never imagine for *Doctor Strange*. Though a brilliant move on Marvel's part, it is impossible to overstate the surprise of Quinn's hiring.

"A couple of years ago," he says, "I think they would have been scared to touch it. Now, I'm not so sure. I mean we have evidence, right? It's an interesting time in comics because the trendsetters are no longer always the biggest publishers. But the biggest publishers are still hip enough to want to catch up with all the trends, the new attitudes, the new blood and the new danger of the smaller publishers."

Working on *Doctor Strange* will require a bit more, um, restraint than his other material. The adult content of *Faust* is not exactly comics code-approved. Marvel presents a whole new way of working for David, but he's confident.

"Challenges really get your blood pumping. What I have here is a new beginning. There's a new editor on *Doctor Strange*, a new artist, a new direction. Now I get to try and make my kind of stories work within that structure, getting to the heart of Strange, seeing who he really is and telling his story within the Marvel universe, while bringing to it as much of myself, as much of my outsider's perspective as I can. And it fits the character. He's aloof, he sees things that you and I don't see, he's aware of the crisis that you and I don't know about. He has a Sanctum Sanctorum that's full of arcane objects, and he has access to other dimensions that Benjamin Grimm and Quasar don't deal with every day. He IS the Marvel outsider, so we're a perfect match.

...CHALLENGES REALLY G
MY BLOOD PUMPING...

"I've worked hard to find a place to tell the kind of stories that I want to tell, pushing the extremes of physical danger. I've also been trying to work into comics what I thought was really missing there, and that's emotional danger, when you don't know what you feel, or don't trust what you feel. If you haven't realized by now, that's what I've been trying to push the last few years. I have to applaud Marvel for their acceptance of that. On the few occasions when I was playing it safe, for the benefit of decades of Marvel history, not wanting to make waves too fast, they told me, 'Hey go for it. We want you to go wild with this guy. We know he needs to get wild, so do it.'

"It gets a little daunting, the easy way out would be to trash everything and start over, which I'm not doing. Comic books have really caught up with Doctor Strange. A long time ago he was the strangest, oddest, freakiest dude in the room. And now he's closer to you and me and the guy you meet on the street than Ghost Rider and Morbius and the other folks he hangs out with."

> ...COMIC BOOKS HAVE CAUGHT UP WITH DR. STRANGE...

When David takes over, with *Doctor Strange* #60, that's going to change. Quinn is not only going to be flung into the midst of the Marvel Universe, the Midnight Sons sub-universe, and the continuity of one of Marvel's most venerable character's, but he will begin his tenure the Marvel way, with the 17-part crossover, "Siege of Darkness." This crossover marks the beginning of "Midnight Sons" as a separate trade dress, the same way "Marvel U.K." and DC's "Vertigo" are separate. By the end of the 'Siege,' there will be a brand new status quo for all of those characters, and Doctor Strange will be one of them.

"Doctor Strange has been telling us for a while that he's no longer the Sorcerer Supreme," David explains "So the question remains, 'who is?'

> ...DR. STRANGE IS NO LONGER SORCERER SUPREME...

"When Doc and the rest of the Midnight Sons are cornered by Lilith and her legions in the first half of 'Siege of Darkness', something's got to give. Some of the Midnight Sons will die, and the Sanctum Sanctorum will be breached. Not only will Doc acknowledge that there's a new sorcerer supreme, but he will create a new Sanctum. His ways of working will have to change drastically

"Stephen Strange was this damaged young surgeon who was arrogant, got slapped down, and eventually rebuilt himself and became master of the mystic arts. Ever since he has followed a course that was prescribed for him by the Ancient One. He never got to choose what the course was, he really just had to follow what was expected.

"With 'Siege of Darkness', things get so bad that he considers for the first time what he'd like to do, instead of what he's supposed to do. As a result, he is able to see glimmers of what he hopes he's become, and also what he fears he has become. That's a very scary thing. If something scares him, with his perceptions and the way he sees —between molecules, between dimensions, between moments of time, and through the disguises of demons who live among us — then it's gonna be a hell of a ride for the rest of us."

The artist working with David on *Doctor Strange* is Melvin Rubi, who is, extraordinarily, a rookie. This will be his first published comic book work

> ...THE PEOPLE THAT GOT INTO COMICS FOR INVESTMENT WILL SEE THEY WERE STUPID...

"At first I'm scared to admit that to people," David laughs, "but actually it's phenomenal. To begin your career on a major Marvel book is something that doesn't happen every week. Maybe I shouldn't stroke the guy too much here or he'll end up leaving after two issues and I'll have to start all over again. But Melvin's going to get a lot of attention."

Whenever a new writer takes over a long-running character, they face thousands of decisions, including what to do with the supporting cast.

"A lot of people are Rintrah fans, but I like to say that Rintrah has just not been the same since the Chicago Bulls," David laughs.

David Quinn is going to be reaching a larger audience with his first issue of *Doctor Strange* than he has with any other work. He's a bit nervous

And what else does Mr. Quinn have on the drawing board? He and artist Brian Stelfreeze are working on a Catwoman graphic novel, which he says is about " why she wears a mask and if she would stop, given a choice, or is the mask who she really is?" He has also had two projects at Tundra, the first being *Freedom Project*, a series about racial violence. The second is a "self-contained nightmare story which dramatizes the fear of censorship." The projects have been returned to David, and are likely to find another home soon. Finally, there's the oft-discussed *Faust Saga*, a double-story line mini-series which would tell tales of a past and a future Faust.

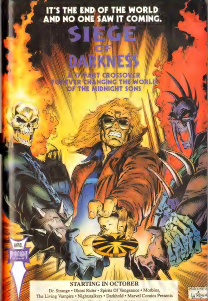
"Those stories will be told," David says, "but we may have to finish 'Love of the Damned' (the current twelve-issue, *Faust* cycle) first."

In a market where Marvel is cancelling a number of books, Image has chopped a good portion of its line, where universes are born and die on a weekly basis, Rebel Studios is flourishing and David's work at Marvel is just beginning. Most industry spin-doctors are looking at this summer as a bloodbath, but David sees a lot of good coming out of it

"When the dust clears, the comics that we actually like to read will be the comics that we're all supporting. The people that got into comics for investment will see that they were stupid. There are maybe half a million comic readers, and anything printed over that is not going to be rare — unless we face another world war and there's a paper drive and everything gets mulched

"The future of comics is in comics you can read.

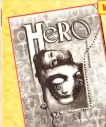
"Otherwise why not play a video game or watch a movie or read a book? Invest in pork bellies or precious metals. Comics are not an investment unless you're investing your time to enjoy them. I'm proud that my first issue of *Doctor Strange* is number 60. We didn't try to rename it number one. We didn't raise the price. We have a very dynamic cover that's going to attract attention. It's part of a crossover, but we didn't hoke it up with some production thing and charge you an extra buck for it...that's the future for me." ▲



STARTING IN OCTOBER

Dr. Strange • Ghost Rider • Spirits Of Vengeance • Morbius,
The Living Vampire • Nightstalkers • Darkhold • Marvel Comics Presents

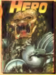
READER COVER ART



WINNER!

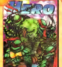
Mike Chang of Westlake Village, CA sent us this cool, enigmatic cover that seems to have been inspired by Dave McKean and Vertigo comics in general. It's done in pencil. Mike, for all that work, we're sending an Iron Man #1 your way.

2nd



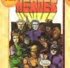
Bill Chen of Princeton Jct., NJ sent us this great portrait of the Predator. A Platinum Aliens/Predator HERO Premiere Edition is on the way.

3rd



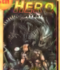
It's TMNT Vs. Dragon. We're sending a Plat O-Unit to Paul Harmon of Sacramento, CA.

4th



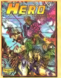
Heroes galore from J. Haddleston in North Little Rock, AR. A Plat Bat is flying to you.

5th

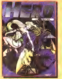


Aliens Vs. Wolverine gets a Plat Aliens/Predator for Chris Meeks in Hot Spring, AR

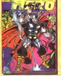
READER COVER ART GALLERY



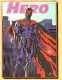
Mel McLellan of Calgary, Alberta serves up some WildC.A.T.s action.



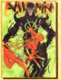
Trent Kaniuga of Elkhart, IN gives us his vision of the Maxx.



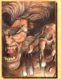
Steve Myers of New Castle, DE blasts out with the God of thunder, Thor.



Mark Counts or Rainier, OR treats us to his version of DH's X.



J. J. Jose of Stockton, CA rips on Solar, the man of the atom.



Susan O'Dowd of Rochelle Park, NJ shows us a savage Sabretooth

POSTCARDS OF THE GODS

Just when you think you've seen everything, along comes a postcard that puts the starch in your britches. Here's a few that caught us off guard. [illegible] scratch glass, climb [illegible], stay sick... 'cuz here's our latest flock of foul weather birds. You dig?

Va va va voom! Get outta my way, I'm gonna hop in my hot rod and highball to this hip spot. Richard Poir of San Francisco, CA tipped me off to this eatery.

Tim Wingard of Beaverton, OR sent us this happy card. The Cap'n hasn't really been himself since they put the Crunchberry Beast to sleep.

Excitement unbridled at the McIntyre Community Center. Buy me a plane ticket, I'm gonna visit Richard Daigneault in Timmins, Ontario.

Thanks to Ryan Ramsey of Ames, IA, I think I'll pass on that ham sandwich.

Thanks to Kevin St. Clair of Auburn, LA, I remembered that I forgot to turn my iron off at home. Chee, tanks.

It's another Canadian hotspot pointed out to us by Jeff Yee in Athens, Ontario. I'm buying my bus ticket today.

Sean Fernald of NYC shows us that the World Trade Center will always be safe now that they have hired King Kong as the night watchman. Could be worse. They could have hired Chim Chim.

[illegible] Check out the price guide and [illegible]

WIN HERO SPECIAL ASSIGNMENT 3: REDESIGN VENOM

The response we received from the first HERO Special Assignment was incredible. The responses to #2 have been pretty nifty so far. We've decided to give the suits at DC a break and take on one of Marvel's most popular characters.

How do you improve upon perfection? Venom is about the most perfectly designed characters in comics. Well, if everyone believed that if it's not broken, don't fix it, then we'd be talking via telegraph still. Get wild and crazy! Think about all of the neat things you could do with that black, gooey stuff. Heck, Venom can change colors when he wants to. So can you. And, as always, HERO is willing to reward those with the most creative insight concerning how Venom should look. The best entry, as voted on by our readers, will win some very cool Venom stuff. So hurry and send those drawings in to:

HERO Special Assign. #3
c/o HERO
1920 Highland Ave. #222
Lombard, Il 60148

Remember, if you don't try, you can't win.

PICK YOUR BRAINS OR I WILL!

MORE READER COVER ART!

THE COOLEST FAN ART WE DIDN'T PAY FOR.

Kevin Falcon of Burnham, IL shows us Venom kicking Carnage's butt.

Just hanging with Youngblood from Brent Engstrom in Salina, KS.

"HERO kick ass," says Hulk Classic from P. Garoy in Kew Gardens, NY.

Keng Chanhkongsinh of Broussard, LA unleashes Pitt.

The 2099 gang is all here thanks to Keith Newsome of Columbus, OH.

Eric Tucker of Warwick, WV shows s Superman/Spawn incarnation.

Hal Jordan swoops up from Clarence Wong in San Jose, CA.

Alex Cortes of Perris, CA gives his version of Spawn.

Solar goes airborne in a drawing from Bobby Wagstaff of Alworth, GA.

IT CAME IN THE MAIL...

Cheryl Kelly and her son, Vincent, sent us their wildly unique vision of everyone's fave web-slinger doing his best imitation of the Little Mermaid. What's next... Venom meets Diver Dan? Captain America meets Mister Limpet? The X-Men vs. Sigmund and the Seamonsters? I shudder to think of the hybrid possibilities.

Rumors have flown around for awhile about an Image/Marvel crossover, but who woulda thunk it? This kind of action hasn't been seen in the Marvel universe since the first appearance of Toomazooma, the living totem pole. Coming soon the Silver Surfboard and Spawn's chains guest starring the Batarang and one of Solar's hands. It's from Terry Chui of Vancouver, B.C.

Win the Origin of CATWOMAN in BATMAN #62!

This is about as important a comic in the history of all comics as you can get. It's the first origin of one of Batman's most popular foes. It could be yours for the taking, and you only have to do one thing. Sit down and draw us the best HERO cover that you can think of. Other draws will win Platinum HERO Premiere Editions. All submissions are judged on originality, coolness and quality and become the property of HERO (legal stuff). Please include your age as well, because we will be doing age categories next issue. Grab the cat by the tail and get started today. Meow!

Send your amazing art to:

The Boys at HERO
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(MORE DETAILS NEXT MONTH)

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GO FIGURE!

THE AUTHORITY ON ACTION FIGURES, KITS AND COLLECTIBLE TOYS

By Frank Kurtz

Welcome back to the revised Go Figure. We've received a few letters from you asking us to start an action figure price guide. Space restrictions limit us from doing a comprehensive listing.

So, rather than not have one at all, starting this issue and continuing forever will be guides to action figure lines. This issue we will feature Kenner's Super Powers line. In the months ahead other superhero figure lines like Mego, as well as fantasy/SF lines like Star Wars will be featured. Which price guides are shown first will be dictated by you. Let's hear from you. We also want to hear from dealers for corrections when necessary.

Now, on with our regularly scheduled column.

ACTION FIGURE CONFIDENTIAL

The Iceman action figure is available again, and corrections have been made to color change cabebilities. There seems to be only about two figures per case of X-Men action figures currently being shipped.

Be warned! There are some dealers out there snagging these figures out of the cases and selling them for as high as $40 each. That's about the price the first batch figures are going for. Don't be fooled.

Word has it that even a company like Toy Biz, that never seems to notice demand for their figures, has finally taken note of the shortages of both Iceman and the Invisible Woman. Both figures will be available soon in adjusted quantities. Still, don't expect to see massive amounts of the Invisible Woman.

As you may have seen, most of the new Star Trek. The Next Generation figures are out in the stores. Scotty, Spock and McCoy won't appear until the fall or even for Christmas. The Classic Star Trek sets will be shipping in September. Like I said before, if you see them, grab them.

He'll save
every one of us.

AAH! SAVIOR OF THE UNIVERSE

America's first popular science fiction movie hero, Flash Gordon, as played by Buster Crabbe, is coming out as a 1/4 scale kit from Screamin' Products in October. As the illustration shows, it looks just like Crabbe. The figure stands 18 inches tall.

Yes, they are planning on bringing out a companion kit of Charles Middleton as Ming The Merciless sometime soon afterward.

Screamin' Products also has a line of popular horror model kits that should not be ignored. My personal favorite is their Lon Chaney London After Midnight Vampire kit. In particular, their Hellraiser line is great, plus they make the full scale Lament Configuration cube.

Rumor has it that Screamin' will be producing a Crypt Keeper kit from the popular Tales From The Crypt TV series. I can hardly wait.

IMAGE FIGURES PART II

As we mentioned a couple of issues back, Heartbreaker Hobbies is producing a line of 50mm Image character pewter figures. Their second figure will be Commander Dane from the yet to be released Wetworks by Whilce Portacio. The figure is very detailed and looks great. Other figures, like Savage Dragon, are in the works and pending creator okays.

MORE MARVEL FIGURES

Horizon is getting ready to unleash kits of three of Marvel's most popular characters.

Carnage is sculpted by Taishiro Kiya, sculptor of the Joker, Venom and the Creature. It should be pretty weird. October release.

The Green Goblin is flying your way courtesy of new sculptor Norman Cabrera, as soon as they get that little jet he rides on figured out. October release.

Cable is coming from sculptor Norihiro Honda, whose previous work is their Cyclops kit. Due to delays on the figure, it may not be out for its scheduled October release.

This dane isn't a dog. He's a lean, mean fightin' machine!

Wow! It's just like Journey to the Beginning of Time.
Oh no. Jojo fell out of the boat again!

For you Jurassic Park fans, Horizon is releasing two original dinosaur kits. Apaposaurus, sculpted by Gleen Hanz (who did the Dracula Bat-Type movie figure kit); and the dreaded Elasmosaurus, sculpted by Jurassic Park sculptor, Christopher Swift.

OH, NO... THERE GOES TOKYO!

One of the coolest "toys" that we have seen of late is a nifty radio controlled Godzilla from Marui in Japan. It stands about two feet tall, walks just like the Big G (little spikes sink down out of the feet and push up the legs for an uncanny effect), the tail wags, his mouth opens, and he gives out his familiar bellow. All of these functions are at your command from the remote control. It is not a windup toy. The price in America is a whopping $900.

Word has it that only about 20 figures have made it into the country. Check for it at Japanese malls and toy stores.

He even says
"Mrrrawww"

LETTERS... WE GET LETTERS

Dear Frank,

I just read your article in #2 and am wondering if there is a good chance of Image action figures. If so, by whom? Also, is Valiant looking to make action figures? Plus is DC planning to make new action figures of the 4 Supermen, Azrael, Azrael as Batman, and Bane.

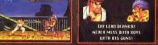
Your fan,
Jimmy Goodwin

While anything is possible, the only news we heard about Image was at Mattel. While I'm sure all of the comic companies want toys of their characters, it's up to the toy companies to decide if figures would be profitable. The best shot might be a Bane figure since he will be appearing in a future episode of Batman, The Animated series. Write to Kenner for more Batman figures.

COOL STUFF OF THE MONTH

Here's the Godzilla toy for those of you who can't afford that remote control Big G. It's called Gojira Daishugoh. It's not actually just a toy. In this 3"x5" box comes a wafer cookie, a monster trading card, one of ten different Japanese movie monsters, and a rubber stamp with that monster's name on it. The rubber monster figures are about an inch and a half high and are done in a "super deformed" style. The monsters are Godzilla, Mothra twins in egg, Titanosaur, King Caesar, Spigah, Moguera, Ganimes, Gezora, a Gargantua, and Varan. With the exception of Godzilla, these are the truly fun second bananas of Japanese monsterdom. Toys are rare for this bunch and you can't beat the price of $1.69.

A few people have asked us why the Street Fighter 2 G.I. Joe figures have guns. After searching far and wide we have found what must have been taken from an R rated version of the game. When will it be available in the US?



ACTION FIGURE PRICE GUIDE

SUPER POWERS COLLECTION

Kenner 1984-1986

The Super Powers Collection has become the action figure line to which other lines have been compared. Though some liberties were taken with some of the Kirby characters, the superheroes themselves were reproduced faithfully to their comic book versions.

The first two series figures came with a mini-comic featuring that figure. Some figures were released in Canada and South America, which accounts for different language cards. Later, Canadian issued figures were released on "thin" cards as giveaways. These figures found their way into American Kay-Bee stores. All prices are based on figures or accessories in the original packaging in NM condition. Loose complete figures are generally valued at 30-50% of packaged ones.

	Lo	Hi
Aquaman	22.00	30.00
BATMAN	35.00	35.00
BATMAN Thin Card	35.00	35.00
BRAINIAC	22.00	28.00
CLARK KENT (Mail Premium, sent in mailer box, does not effect value)	25.00	50.00
CYBORG	275.00	295.00
CYCLOTRON	40.00	55.00
DARKSEID	10.00	10.00
DeSAAD	15.00	20.00
DR. FATE	45.00	45.00
FIRESTORM	12.00	29.00
FIRESTORM Thin Card	22.00	25.00
FLASH	6.00	12.00
GOLDEN PHAROAH	125.00	125.00
GREEN ARROW	22.00	40.00
GREEN LANTERN	40.00	40.00
GREEN LANTERN Thin Card	25.00	20.00
HAWKMAN	40.00	65.00
JOKER	18.00	27.00
KALIBAK	10.00	12.00
LEX LUTHOR	6.00	10.00
ORION	24.00	35.00
MANTIS	25.00	28.00
MARTIAN MANHUNTER	22.00	30.00
MARTIAN MANHUNTER Thin Card	18.00	25.00
MR. FREEZE	40.00	45.00
MR. MIRACLE	125.00	140.00
PARADEMON	25.00	25.00
PENGUIN	25.00	35.00
PLASTIC MAN	75.00	75.00
RED TORNADO	45.00	45.00
RED TORNADO Thin Card	30.00	30.00
ROBIN	35.00	35.00
ROBIN Thin Card	15.00	25.00
SAMURAI	45.00	45.00
SHAZAM	25.00	35.00
STEPPENWOLF	55.00	65.00
STEPPENWOLF Mail Premium (Sent in mailer box)	8.00	18.00
SUPERMAN	10.00	20.00
SUPERMAN Thin Card	15.00	15.00
TYR	50.00	50.00
WONDER WOMAN	10.00	25.00
WONDER WOMAN Thin Card	7.00	10.00
South America release exclusive SUPERAMIGO RIDDLER (This is a converted Green Lantern figure)	50.00	50.00
BATCOPTER	100.00	100.00
BATMOBILE	65.00	100.00
COLLECTOR'S CASE	15.00	15.00
DARKSEID DESTROYER	25.00	25.00
DELTA PROBE ONE	18.00	35.00
HALL OF JUSTICE	50.00	80.00
JUSTICE JOGGER	20.00	30.00
KALIBAK BOULDER BOMBER	10.00	20.00
LEX-SOAR 7	10.00	22.00
SUPERMOBILE	15.00	25.00

TOWER OF DARKNESS

The Tower Of Darkness was only created in prototype form. Only three existed from which one can be verified to still exist in this country. One may have been destroyed at the 1986 Toy Fair in NYC.

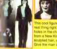
It is rumored that prototypes were made of Batgirl, Supergirl, Swamp Thing, Blue Beetle, Nightwing, and Solomon Grundy

Special thanks to Chris Arbizzani and David Reeves for

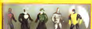
IT FIGURES!

YOUR CUSTOM ACTION FIGURES!

THE CROW

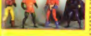


Rick LaRue of Milwaukee, WI sent us a couple of shots of his incredible custom Crow with packaging. This cool figure looks just like the real thing right down to the bullet holes in the chest. He was made from a New Kids On The Block doll, sculpted hair, and custom paint. Give the man a Gold Azrael TPB.



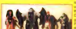
A WHOLE LOTTA FIGURES GOIN' ON!

David Pearver of Newark, NJ sent these photos of a bunch of q[illegible] looking figures created by a friend of his. David tells us "these are not converted Super Powers figures. All are hand made originals. He has his own molds and sculpts them to perfection." While some of the body parts look kind of similar, like maybe your friends' molds came from molding other action figure parts, these have got to be some of the nicest, most professional figures I've ever seen. Say, David, your friend wouldn't happen to be working for a toy company, would he? The figures above are Spider-Man 2099, Havoc, Green Hornet, Silver Surfer, and the Angel. Shown below are a bunch of the Protectors, but other than the Ferret and Gravestone, I don't know who they are. I'll let the readers out there correct me appropriately. For David to share with his [illegible] comes a Platinum Batman #492.

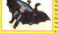


CYBERFORCE & WILDCATS

David M. Montague of Dixon, IL sent us photos of a bunch of those Cyberforce guys. Stryker was made from a Toy Biz Punisher figure with extra arms taken from one of those "imitation G.I. Joe figures." Voodoo came from a Storm figure. Maul was previously a COPS Louis The Plumber. Spartan started out as a Toy Biz Green Lantern. Finally, Warblade comes from a Toy Biz Mr. Freeze. David tells us that he is currently working on another Warblade from a Toy Biz Gideon, Grifter from a Playmates Ryker, and Void from a Kenner Catwoman. When they're finished, let us see them. David is getting a Platinum Batman #492.



THE BATMAN



James MacDonald of Quincy, MA sent us this cool Golden Age Batman made from a Toy Biz square jaw Batman figure. He's recreating the old Aurora model kit with a smaller figure. What next, Superman through a brick wall? James, a Platinum Batman/Grendel HERO Premiere Edition is on the way.

DOCTOR STRANGE

Robert B. Gregg Of Nashville, AR, gave us all kinds of info on how he made this figure. The figure was created from a Toy Biz Forge, modeling clay for the left hand and both arms, orange ribbon for belt, red felt for cape, plastic canvas cord for cape trim and a sequin for the pendant. Whew! That's a lot of work. A Platinum Madman is winging its way to you.

What are you sitting there for? You say that you've always wanted to make a Woozy Winks or Prez, The First Teenage President, out of that Flash action figure you have lying around. Then get started! Send the photos to us and just sit back and wait. In the months ahead we'll open up our prize locker and give away action figures, model kits, and valuable comics just so you can have a good time. Where else in the wacky world of comics (besides HERO) can having so much fun get you so much cool stuff? Go figure.

THE SECOND BATTLE OF NEW ORLEANS!
GAMBIT
#1 of 4
MARVEL COMICS

The X-Men's ragin' Cajun is now in his
limited series guest-starring Rogue!
By Howard Mackie, Lee Weeks

E R I K
LARSEN
WRITES

THE SAVAGE DRAGON™ 5

POSTER INSERT BY ADAM HUGHES

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HERO
GOLD CONTEST #3

You may have already won a groovy, near-mint copy of *Showcase* #4! Or, maybe one of the dozens of other prizes!

PRIZES! PRIZES! PRIZES!
Yes, this is the fourth incredible HERO scratch-off contest! Our polls indicate that almost 98% of all readers prefer this contest to major oral surgery. So grab a coin, scratch off those little gold squares, and see if you have won! That beautiful copy of *Showcase #4* is just waiting for the guy who comes up with three flash lightning bolts, just like that card to the right. And don't despair. If you don't win the big one, there are still some other nifty prizes ripe for the picking. We have some really hot platinum Premiere Edition comics! That's right — some highly collectible comics waiting for a good home with a friendly family to take care of them. So get scratching and be sure to read the legal stuff below.

MATCH ALL 3 AND YOU ARE A WINNER!

GOLD CARD
WIN SHOWCASE #4 AND OTHER PRIZES ONLY FROM
HERO ILLUSTRATED
VOID
you are a winner!
Turn to page 98 for full details and a list of prizes!

RULES & REGULATIONS:
1. There is no purchase necessary to enter. Only 1 entry per household.
2. To enter the sweepstakes send your original HERO Gold Contest scratch-off card to HERO CONTEST [illegible], 1920 Highland Avenue, Suite 222, Lombard, IL 60148 by October 21, 1995. No photocopies or mechanically reproduced entries will be permitted. [illegible] Warrior Publications and HERO magazine [illegible] the above offices.
3. To receive a free scratch-off card, send a self addressed, stamped envelope to: [illegible] HERO ILLUSTRATED, 1920 Highland, Suite 222, Lombard, IL 60148 by August 21, 1995. A scratch-off card will be sent to you. Each card must be requested separately.
4. The prizes are 1) 1 Showcase. Retail value approximately $3,000. 2) One of 100 Platinum Hero Premiere Edition comics. Retail value approximately [illegible].
5. Sweepstakes is open to all residents of the United States and Canada except employees of the [illegible], Warrior Publications, HERO ILLUSTRATED, [illegible]. Send winning card to HERO GOLD CONTEST 2 - 1920 Highland Avenue, Suite 222, Lombard, IL 60148.
6. Odds of winning are as follows: Showcase #4 - 1 in 200,000; HERO PREMIERE EDITIONS - 1 in 2,000.
7. Offer is void where prohibited and subject to all federal, state and local laws. Taxes on prizes are the responsibility of the prize winners. No prize substitution. [illegible] decision of the judges is final.
8. For a list of major prize winners, available after November 21, 1995, send a self addressed, stamped envelope to: HERO GOLD CONTEST WINNERS - August, 1920 Highland Avenue, Suite 222, Lombard, IL 60148.
9. All unclaimed prizes will be placed in a second-chance drawing [illegible] HERO Second Chance Drawing - August, 1920 Highland Avenue, Suite 222, Lombard, IL 60148.

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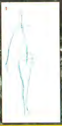
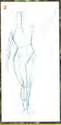
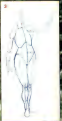
SEGA

MARK A. NELSON'S FROM PENCILS... ...to inks

Chapter 2: The Female Figure







1. GESTURE

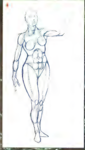
The gesture, or simple movement lines become the first step toward building the figure. It is a skeletal form to define head, neck, shoulders, and legs, which is done in a non-photo blue pencil

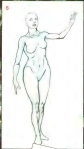
2. BUILDING THE FIGURE

Next, start to block in major body forms: head and neck, shoulders to waist, waist to hips, legs and arms. With arms and legs define where the joints are. The male form had a smaller box-like hip which expanded toward the shoulders. The female has more of an hourglass shape, smaller at the waist and larger at the hips and shoulders. At this point, start to check your proportions. The female height is roughly 71/2 heads high with the 1/2 point at the base of the hips and the hands at mid-thigh.

3. DEFINING THE FIGURE

Now that the simple forms are roughed in, you can start to define the complex shapes that make up the figure. The head has a center line and it's been marked for the eyes (which are roughly 1/2 way down the head), the nose (1/3 of the leftover space) and the mouth (second 1/3 of that space). The arms are developed with a series of shapes to help bring out the underlying muscles. The rib cage is placed. The hips, thighs, knees, calves and ankles are defined.





4. WORKING UP THE DETAILS

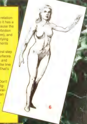
ause the figure has a raised arm, it's important to show the relation- f shoulders to hip. One shoulder is higher than the other, so it has a n angle or tip. This in turn will effect everything else. It will cause the ge to tip, one breast will be higher than the other, the hip definition e left will be stronger (because of the compression of the form), and ght side will be longer (caused by the stretching of the underlying es). You can see the drawing lines to indicate these movements

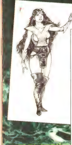
5. HE CONTOUR LINE

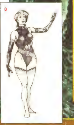
using a 2H pencil, we start to complete the drawing. The first step contour line. This line describes edges, different types of surfaces, how the insertion points of muscles, and start to show lights and by line thickness or variation. (Note: As we go into a dark, the line thicker, and as we come out to a light, the line gets thinner. That's line variation)

6. SHADING THE FIGURE

As a general rule of thumb: on the female figure, less is more. Don't nder, it can destroy the elegence of the form. The female fig- a softer definition. Even with weight lifters, the male general- ore bulky and defined as a harder shape. This difference can ed as a contrasting element between your male and female s. On the other hand, you could push this contrast the oppo- sy. A strongly defined female against a softer male. These ess for you to think about when you develop your charac- he figure illustrated has a light source at the upper left







7 & 8. COMPLETE FIGURE PENCILS

Here's where you challenge yourself. How am I going to finally define my character? What type of costume: skin tight, loose and baggy, or a combination of both? What kind of surfaces smooth, shiny, wrinkled, leather or patterned? What type of hair long or short, curly or straight, light or dark? All these elements in different combinations will give your character its individual life. Personality can be another factor in how the final definition of your character is completed. Is your character good or evil, aggressive, shy and withdrawn, mysterious, cynical, outgoing? How is this reflected in the personal appearance?

RAMBLINGS

Style is a word [illegible] always being brandished around. All artists are a collection of influences. Any artist who says that "no one has influenced me" has been living in a glass bottle, or giving you a [illegible] that could choke a great white shark.

This column is not a "draw like me" [illegible]. It should give you the "nuts and bolts" to start you off in your own direction. There are certain elements which are important to understanding the art of drawing: line, volume, space, perspective, design and composition, lights and darks, to mention a few. In comics you also have to add even more: storytelling, page design, inks, pencils, inks, etc. It's all these elements, your understanding of them, and what you do with them that will make you an artist.

In other words, a cookie is a collection of elements (flour, baking soda, eggs, sugar, etc.). If you take all the elements and put them into a bowl, a cookie doesn't leap out. It has to be blended and then formed. You start with the raw materials and it's up to you to form them with your ideas. The finished product will be uniquely yours. It's your decisions and the challenges you face which will give you your "style." Anyone who is not open to new challenges or ideas will never grow. They will just draw the same thing, the same way, over and over.

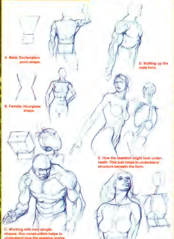
Pick any artist you like. Look at his or her artwork from five years ago. Then, ask yourself these questions: Has the artist changed? Has he/she got better? Do you find the work still exciting? What was it that attracted you to the art in the beginning? What are his/her strengths and weaknesses (like can the artist draw people, but his cars look like shoeboxes with doughnuts on the side). What makes his/her style unique? How does this artist draw hair, noses, eyes, hands, figures, environments? In other words, how is the artist solving his/her visual problems and what can you learn from them? Now, pick a different artist and do the same thing. Keep doing this and you'll be surprised how different each artist is. Yet, they all started with the same elements of drawing.

As a teacher of mine once said, "To steal from one is plagiarism, to steal from many is research."

GET STARTED!

[illegible]

SKETCHBOOK



A. Male: Exclamation point shape.

B. Female: Hourglass shape.

C. Working with very simple shapes. Box construction helps to understand how the skeleton works.

D. Bulking up the male form.

E. How the skeleton might look underneath. This just helps to understand structure beneath the form.

I can't stress practice enough. The more you draw, the more you learn (if you keep challenging yourself). Try drawing different types of people. What characteristics are unique to yourself, your friends, people you see walking down the street, and how you can bring these elements into your characters.

Team Youngblood is ™ and © 1993 Rob Liefeld Sentinel is ™ and © 1993 Rob Liefeld

ANIME Action

by Troy Herman

OK boys and girls, turn off the T.V. and stop watching *The Care Bears*, *The Smurfs*, and the rest of the mindless drek that makes up 95 percent of the U.S. cartoon market. Leave behind the 30 minute commercials and political correctness lessons disguised as entertainment, and come with me to a land where cartoons actually have an intelligent plot and developed characters, instead of being made for the lowest possible denominator. So where do you find these wondrous cartoons? The Far East. That's right, the area of the world that gave us gunpowder, raw fish, and Jackie Chan makes some of the most kick-butt animation and live action movies in the world. Wait, don't pack your bags and get your shots quite yet. You don't need to take a 16-hour flight to get a hold of this stuff, because you can see it right now in the comfort of your own home.

Girls in lingerie and armor riding a pink whale. Wonder what Freud would say?

What's that? You want to know a little more before you dive in headfirst. Well, we will stick to Anime for now and talk about live action T.V. shows and movies in later issues. Put simply, Anime is Japanese animation and chances are you have seen some of it, possibly without realizing it. You see, quite a few Japanese cartoons were edited to remove sex and violence, then dubbed in English for release in the United States. A few of these Asian imports include: *Speed Racer* (*Mach Go Go*); *Star Blazers* (*Yamato*); *Astro Boy* (*Mighty Atom*); *Eighth Man* (*Eight Man*); *Gigantor* (*Tetsujin 28*); and *Robotech* (actually three totally unconnected Japanese series). Oh yes, I did say that these cartoons were edited to remove sex and violence. The Japanese have much less of a cultural taboo about showing these things, and much of their animation is targeted at an older audience than it is in the U.S., so quite a bit of Anime would receive an R rating here. But don't worry, there is still plenty of good animation that even the most prudish parent, spouse, or significant other could not complain about. Also, in Japan animation is much more accepted as an art form, so it is not relegated to Saturday mornings and after school hours as it is here in the United States. Anime is often seen during prime time and full length Anime movies are common. In fact, some of the most popular shows have had multiple seasons and series as well as several feature length movies.

So what is out there in Anime land? Well for the sake of simplicity, I will divide Anime into several groups and discuss each separately. The first Anime group is science fiction. This is a large group and runs the gamut from giant robots ala *Macross* (*Robotech* part 1) to gritty, dark, future, cyberpunk stories like *Appleseed* and *Bubblegum Crisis*. The giant robot group is probably one of the best known areas of Anime and I could probably fill up this page just listing all the titles available. However, the popularity of this genre seems to be slipping as people branch into other. Don't blow this group off though. There is plenty of very good stuff here and new videos continue to be made all the time. The dark future- Bladerunner like Anime has just taken off within the past couple of years, but there is already quite a bit out there and a lot of it is very good.

The next group of Anime is horror. This is also a large group, since the Japanese have learned the lesson that animation allows more horrific images than live action. Exploding guts, ripping flesh, and the ugliest monsters this side of H.P. Lovecraft are common fare. However, in spite of all the gore, most horror animation still maintains a decent plot, instead of descending into the pointless blood and violence of most slasher films. Although there is quite a bit of excellent horror Anime, this group has not yet reached the levels it could. Imagine Anime versions of the work of writers like Lovecraft and Barker. Gives me a big, happy dog just thinking about it. Some examples to check out in this area include *Vampire Hunter D* (a must), *Devil Man*, and *3x3 Eyes*.

The third group of Anime is humor. Humor in Anime tends to be primarily visual, which is good since verbal humor is often lost in translation. However, Japanese humor still seems rather strange since they have a totally different cultural background and outlook. It is rather hard to give a description of humor Anime but envision watching a colorized version of the Three Stooges while on a bad acid trip and you will be close. Some examples of humor Anime to check out include *Project Ako*, *Urusei Yatsura*, and *Ranma 1/2* (a favorite of several members of the EGM staff).

The final group of Anime is action. This is an encompassing group which includes martial arts, fantasy, and several other subgroups. Martial arts Anime tends to be somewhat super-heroic with characters leaping over tall buildings in single bounds and blowing up in great gouts of gore from secret death strikes. Needless to say, don't go in expecting an animated version of a Steven Seagal or Bruce Lee movie. Good examples of this genre include *Hokuto-no Ken* (*Fist of the North Star*) and *Saint Seiya*. The fantasy genre is also very popular in Japan, as would be any genre that features plenty of nubile young women wearing lingerie like armor and carrying big swords. Seriously though, the popularity of fantasy in Japan can be seen when one considers the block-long lines that form around electronics stores when certain fantasy role-playing games are released for the Famicom Video game systems. If fantasy is your cup of tea, a possible title to check out is *Arion*, an Asian version of Greek mythology.

Wow, look at the headlights on that one.

Street Fighter 2 : The Animated Series? No, just a picture from a Japanese comic!

OK, OK! There is one more group of Anime. It's adult Anime and this is one of the few times I will ever mention it. There are several reasons for this. First, about half of HERO's audience is under 18, so why mention a product if half of your readers can't see it? Second, I have some personal objections to this type of Anime. Now, I have nothing against adult material, but the girls in these videos look and act like they are around 13 to 14 years old, so it is a little too close to a pedophile video for my liking. If you don't agree with me on this, then write me a letter expressing your point of. Who knows, if I get some good responses I may print a few.

No matter how much we'd like it, you will never see this happen to the Smurfs.

As a final point, quite a bit of the Anime out there tends to fall into more than one of the categories I have given you to one degree or another. For example, the *Dirty Pair*, a great animated series, falls into the categories of action, science fiction, and humor. *Urusei Yatsura*, which I mentioned earlier, is actually an insane mix of elements from most of the groups of Anime.

So now you kind of know what Anime is if you didn't already, and I can imagine you're asking, "Gee Wally, where can I get some of that swell anime stuff?" Well Beav, I'm glad you asked. Up until a few years ago, the only way to get Anime was to take a trip to the Japan town of your local big city or to know someone who already had some. However, now most comic and video stores carry a selection of Anime tapes and laserdisks. In addition, there are several companies dealing in import videos that sell Anime at conventions or through mail order. You should be careful however, because there are some companies that sell low quality bootleg tapes. As a rule, know what you are buying before you place an order. If you want to just see some Anime without shelling out the bucks to buy a tape or disk, there are many clubs around the country that have monthly Anime screenings. In addition, if you live near a city, check out some of the fine art theaters, because some of them will show Anime from time to time. Besides, seeing something like *Akira* on the big screen blows away seeing it on tape.

Serious spew action. That's cool, huh!?

Well it's time for me to grab my best big-eyed, blue-haired girl and mosey into the sunset. I'll be back in 30 with more Far East culture shock, so stayed tuned. If you want to see something in particular, drop me a line and I'll see what I can do. ▲

Anime News

Viz to do Videos

Viz Comics, one of the companies translating Japanese comics (Manga) into U.S. formats, has decided to start their own video line, Viz Video. In November, they will release Vol. 1 of *Ranma 1/2*, which will contain the first two episodes of the T.V. show dubbed into English. After the first tape, Viz plans to release future tapes every other month. Viz also plans to release an all-new Ranma OAV in the U.S. and Japan around December. For Anime purists, Viz will be releasing subtitled and laserdisk versions of their Anime sometime after the dubbed versions hit the shelf.

Anime on Sci-Fi Channel

Streamline pictures has apparently made a deal with the Sci-Fi channel which will allow the science fiction network to begin airing episodes of the popular *Robotech* series this fall. In addition to *Robotech*, several other Anime titles such as *Vampire Hunter D* and *Lensman* will be appearing on the network in the future.

Macross on the Big Screen

Macross II should be making a theatrical release in a city near you soon. The sequel to the *Macross* series is being released in various fine art theaters around the country. From what I've seen of it, the animation looks great, but the narrator's voice made me cringe. We should hope that it'll be subtitled and not dubbed. If you can't get out to see *Macross II* then check out Peter Jackson's *Dead Alive*. Sure it's not Anime, but it is a chunk-blowing-laffs-o-plenty gorefest in the *Evil Dead* and *Bad Taste* tradition.

MARVELVISION

AN INSIDE LOOK AT THIS MONTH'S HOTTEST COMICS!

TAKING CLIVE BARKER'S HELLRAISER TO NEW HEIGHTS

PINHEAD #1

PINHEAD'S MONTHLY MISADVENTURES BEGIN HERE. THROWN BACK IN TIME, PINHEAD MEETS A SIMILARLY DISTEMPERED ANCESTOR, ARROWHEAD, IN THE WILD WEST. BY D.G. CHICHESTER, DARIO CARRASCO, AND JIM SANDERS III WITH A FOIL-EMBOSSED KELLEY JONES COVER.

HARROWERS #1

SIX VERY DIFFERENT INDIVIDUALS ARE GIVEN MYSTICAL POWERS BY AN ANCIENT GODDESS AND SENT TO SAVE INNOCENT SOULS FROM THE MALEVOLENT LEVIATHAN. BUT AT WHAT COST TO THEIR OWN? GOOD AND EVIL MONTHLY BY MALCOLM SMITH, ZINC INK, GENE COLAN, AND JOE RUBINSTEIN. FEATURING A GLOW-IN-THE-DARK COVER.

SPIDER-MAN #41

TERRY KAVANAGH AND FAN FAVE JAE LEE PIT IRON FIST AGAINST WEB-HEAD. WILL THE TWO HEROES MAKE NICE IN TIME TO STOP A.I.M. FROM SELLING THEIR NEW PLATOON ARMOR TO THE WORLD'S WEALTHIEST CRIMINALS? PART 1 OF 3.

DEATHLOK #30

THE ORIGINAL DEATHLOK RETURNS FROM THE GRAVE. AND HE'S NOT TOO HAPPY TO SEE THAT MICHAEL COLLINS HAS TAKEN OVER HIS WELL-EARNED NAME! IT'S THE OLD VERSUS THE NEW AS THE FOUR-PART "CYBER STRIKE" STORYLINE BEGINS. BROUGHT TO YOU BY GREG WRIGHT, KEVIN KOBASIC, AND GREG ADAMS.

MORT THE DEAD TEENAGER
#1 OF 4

PUBERTY'S BAD ENOUGH FOR THE LIVING. TRY GETTING A DATE WHEN YOU'RE ZIT-FACED AND A CORPSE! DARK HUMOR BY LARRY HAMA AND GARY HALLGREN.

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BLOOD AND THUNDER

PARTS 3 THROUGH 6 OF 13
SPANNING

WARLOCK CHRONICLES #6
WARLOCK AND THE INFINITY WATCH #23
THOR #469
SILVER SURFER #87

WARLOCK, THE INFINITY WATCH, AND DOCTOR STRANGE JOIN FORCES WITH THE SILVER SURFER TO TRY TO END THOR'S RAMPAGE. BUT, INSTEAD OF STOPPING HIM, THEY INADVERTENTLY MAKE THE MAD GOD EVEN MORE DANGEROUS THAN EVER! PLUS, WHAT IS THE SECRET OF THE MANIPULATIVE VALKYRIE?

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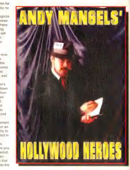
ANDY MANGELS' HOLLYWOOD HEROES



Welcome to a new column for HERO Illustrated, but by no means a *new column*. Some of you may recognize my name from *Amazing Heroes* or *Marvel Age* or *Wizard* (where this column's been appearing until now). Foreign readers will probably recognize me from England's *Fantazia* or Italy's *Edizione Star*

I've been writing about Hollywood for quite a while now, and have generally become known for my expertise as the industry man to ask about comic book, film, and TV properties Oh, and for my modesty as well. All kidding aside, I've been asked to replace The Rayzor's Edge and give you the lowdown on the hottest sci-fi/fantasy/horror/animated films and shows every month, here in HERO. Fans of the Rayzor need not worry - he'll still be around to offer up some of his own brand of wit and wisdom as well.

Be warned that at any moment I might break into sarcasm or an opinion, though I generally try to keep my tongue firmly planted in my mouth. Here in *Andy Mangels' Hollywood Heroes*, you've got my pledge to give you the best and worst of Hollywood, the super-heroic to the super-ridiculous. So settle back in that chair and prepare to dive into the land of celluloid. .

ABC

I've seen enough footage now from ABC's *Lois & Clark: The New Adventures of Superman* to know that it should be a super hit, if folks give it a chance. It's very faithful to the comics, and humorous without being campy. Dean Cain is a buff and likable Clark Kent/Superman, while Teri Hatcher is a buxom Lois Lane John Shea makes a devilish Lex Luthor, and screen veteran Lane Smith is a blustering Perry White. Only Michael Landes, as Jimmy Olsen, doesn't seem to fit the part at all. The writing is crisp and fresh, much more so than even *The Flash*. This is one superhero series I'll be looking forward to each week

The airing order of *Lois and Clark* stories is unknown, but I've got the goods on a few upcoming *Superman* episodes, as they were shot. The pilot explains Clark's arrival in Metropolis, as well as his first adventures as Superman, his first run-ins with Luthor and Lois, and his hilarious misadventures trying to get Ma Kent to sew him a suitable costume.

In the first episode following the pilot, Lex Luthor puts Superman's powers to the test to see what he's capable of doing The second episode, "Strange Visitor From Another Planet," is written by comic collector Bryce Zabel. It's a story about UFOs and the Kryptonian ship in which Kal-El came to Earth, with the villainous Jason Trask and his governmental "men in black" pursuing Clark's past. The third episode features a boxer who assaults Superman with Kryptonite gloves.

Tales From the Cryptkeeper is the creepy new animated series that's spinning out of the same graveyard that spawned HBO's *Tales From the Crypt*. It's not surprising, considering the production team responsible for the new series is the same, including Joel Silver, Richard Donner, Robert Zemeckis, and Walter Hill. Animated by Nelvana, the Saturday morning ABC show starts at 10a.m., Saturday, September 18. In all,13 episodes will be produced, although some TV stations, bowing to parental and Right Wing pressure groups, are choosing not to run the series

Walking a fine line between gore and giggles, *Tales From the Cryptkeeper* is overseen by Manny Coto (*Dr. Giggles*) and Pete Sauder (*Care Bears*). The hot writing crew, mainly feature film writers, can have characters who meet their doom, but the blood level will be toned down The live-action Cryptkeeper, voiced by John Kassir, guides the viewers through the episodes, cackling and punning all the way

If your ABC station thinks *Tales From the Cryptkeeper* is too shocking to air, call them and complain. Whiny parents should learn what an "off" switch on the TV is, instead of trying to get Cryptkeeper killed. Give censorship the axe. Fight for the Crypt!

CBS

Nelvana's *Cadillacs & Dinosaurs* is set to net the post-Jurassic Park crowd CBS is expecting a big hit when it debuts the show on September 18. The 13-episode animated series is produced by Sasha Harari's (*The Doors*) Galaxy Films, with feature writer Steven DeSouza (*Die Hard I & II, 48 Hours*) story-editing and writing. Even Harlan Ellison will get in on an episode or two!

Cadillacs & Dinosaurs is a spin-off of Mark Schultz's long-running *Xenozoic Tales* comic for Kitchen Sink. It will follow the action of adventurer Jack Tenrec, and sexy scientist Hannah Dundee, as they explore the post-Apocalyptic 26th Century in an armored 1950s Cadillac. They must battle against both evil dinosaurs and evil politicians, all while trying to see if technology and nature can peacefully co-exist. *Cadillacs & Dinosaurs* should be an intelligent animated series, a rarity in this day and age.

In yet another strange move for the beleaguered comic book show *Bob*, CBS has moved it from mid-season to the fall start-up...kind of. When the network decided to hold *Hearts Afire* for mid-season, they agreed to shuttle *Bob* back onto the schedule. It will return to its Friday night time slot at 9:30p.m., but new shows will be delayed until late October, so that the series won't be continually pre-empted by Major League baseball playoffs The excellent *Picket Fences* will also begin its second season, following *Bob*, on Friday nights *Bob* is going through some major cast changes, with only Bob Newhart, his wife, and his daughter remaining on the show He's changing his job to a newspaper cartoonist, and it's rumored his new boss will be Tim Curry, fresh from *Home Alone 2*! Jere Burns (*Dear John*) has also been added to the cast

NBC

NBC has a lot riding on their expensive prime-time *seaQuest DSV*, which is scheduled to premiere on September 12 Whether or not there will be enough interested viewers wanting to see Captain Nathan Bridger (Roy Scheider) command his Deep Submergence Vehicle against ecological won-

TALES FROM THE CRYPTKEEPER

...SOME TV STATIONS, BOWING TO PARENTAL AND RIGHT WING PRESSURE GROUPS, ARE CHOOSING NOT TO RUN THE SERIES...IF YOUR ABC AFFILIATE THINKS TALES FROM *THE CRYPTKEEPER* IS TOO SHOCKING TO AIR, CALL THEM AND COMPLAIN...

ANDY MANGELS' HOLLYWOOD HEROES

ders and deep-sea disasters is a prime concern on network executive's minds. Rumors of difficulties completing episodes are dredging up memories of *The Flash*, an example of a good show sunk by poor scheduling and lack of new episodes. Though some critics are labeling *seaQuest DSV* as a DFS (decent family show), others are betting the boat that *Lois and Clark* will capsize NBC's bouyant hopes.

FOX

X-Men's second season is expected to be a straight shot this year, fighting the scheduling problems of season one. New episodes start in October, from Saban, Graz, and Marvel. Expect to see plenty of new adventures, including Episodes #1 and #2 of the new season, called "Till Death Do Us Part."

In this smash opening, Mr. Sinister brings Morph back to life, but things have changed during his death. Does the phrase "Dark Morph" bring back any memories? Episode #3 is "Whatever It Takes," a story spotlighting Storm's origin and her battle against The Shadow King to reveal her true origin. Meanwhile, Episode #4 is called "Red Dawn." It features the return of Colossus as he fights against Omega Red, with special guest-star Darkstar from the Soviet Super Soldiers. Next month, I'll fill you in on the next episodes, including an upcoming guest appearance by Alpha Fight and the origin of Gambit!

When new *Simpsons* episodes start up this September 30, expect to hear guest voices Sam Neill (*Jurassic Park*), Michelle Pfeiffer, Michael Caine, James Brown, Werner Klemperer (as Colonel Klink from *Hogan's Heroes*), Conan O'Brien, boxer Gerry Cooney (as a club greeter), Robert Goulet, Pamela Reed, The Ramones, and the ever-popular Ernest Borgnine!

Fox has committed to a mid-season pickup of *Mantis*, a high-tech superhero series from Sam Raimi (*Darkman*) and Sam Hamm (*Batman*) which just missed the fall schedule. *Mantis* is about an African-American biochemist who develops a powerful exoskeleton to give him super powers to fight crime in Los Angeles.

What's coming up on *Batman: The Animated Series*? The five episodes held over from last season will air starting September 13, making Batgirl fans happy. Fox and Warner are promising at least 20 new episodes, but they're being doled out slowly. Seven new shows will be on between February and May 1994, while the remaining 13 new episodes will be held for Saturday mornings, starting in the fall of '94.

Villains old and new will show up in the second season episodes. Bat-back-breaker Bane will appear in one show, voice courtesy of Henry Silva (Killer Kane from *Buck Rogers*). The Joker will have a solo story, and in another called "Harlequinade," Batman and Harley Quinn must team up to find the Joker before he's snuffed. The entire Batman rogue's gallery will put Batman on "Trial" in Arkham Asylum, while Catwoman will get meaner in "Catwalk." Next month I'll fill you in on more new shows for Batman, including the wildest team-up ever: The Brave and the Bold Wild West.

STAR TREK: DEEP SPACE NINE

...*STAR TREK: DEEP SPACE NINE* WILL START ITS SECOND SEASON WITH THE FIRST THREE-PART TREK EPISODE. LOOK FOR VEDEK BAREIL AND VEDEK WINN FROM LAST SEASON'S FINALE AS WELL AS SOME EXPLOSIVE ACTION AS THE CARDASSIANS TRY TO RECLAIM DS9...

SYNDICATED

Watch for series star LeVar Burton to return in the long line of Star Trek actors who direct. Burton will direct an early episode of *Star Trek: The Next Generation* in the series' final season. This is his second directorial effort on the show. Insiders recently leaked me the news that Paramount's already mapping out yet another new Trek spin-off series for the '94-'95 season, after *The Next Generation's* television run ends.

Star Trek: Deep Space Nine will start its second season with the first three-part Trek episode, guest-starring Philip Anglin and Louise Fletcher as Vedek Bareil and Vedek Winn, the Bajoran religious leaders from the first season finale. Plus, when Kira tries to rescue a Bajoran from a Cardassian prison camp, she finds more than she bargains for. Frank Langella also plays a major role in the trilogy. Look for Lwaxana Troi (Majel Barrett) to reappear in the series during the second season.

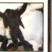
Exo-Squad is Universal's hot new syndicated animated action series. Thirteen episodes begin airing on September 13, either Saturday or Sunday, depending on your station. Universal plans to add 39 new episodes for the '94-'95 season, to "strip" the show daily. Later this year, look for a cool new toy line from Playmates, and a comic series from Topps.

Comic artist Will Meuginot is executive producing *Exo-Squad*, a role he also played on X-Men's first season. Like that mutant show, this is a serial, though episodes can also stand on their own. The story? In the world of the 21st century, genetically cloned Neosapiens have taken over the "Homeworlds" of Earth, Venus, and Mars. A group of heroic rebel freedom fighters oppose the Neosapiens, led by the stalwart Lt. J.T. March (voiced by *Beauty and the Beast* actor Robby Benson) who commands his ExoTroopers from the Warship Aurora, the best in the EON Command. Both the Neosapiens and the Exo-Squad have large robotic E-Frames, with which they do battle in space

Rysher has cut a deal to distribute Skyvision's syndicated live-action *Robocop* TV series to the U.S. The series will begin in February 1994, with a two-hour pilot, followed by 21 hour-long episodes.

Look for some small-screen excitement from Batfilm Productions. They're exploring possibilities on the future of their long-running *Swamp Thing* series, including several movies-of-the-week. They're looking at doing a live-action half-hour *Mr. Potatohead* series with Wilshire Court and Paramount, to be broadcast by USA Network. Also, their long-awaited syndicated live-action *Terry & The Pirates* series is prepping to start late this year. Co-produced by Bob Raimi and Mace Neufeld, the foreign-financed show will shoot in exotic locations in Hong Kong and Kowloon. Due in September 1994, *Terry and The Pirates* will begin with an all-out action-filled two-hour pilot.

Writer and curmudgeonly commentator Harlan Ellison has been brought on board the space station of Warner's *Babylon 5*



HERO UNDERCOVER: WHY DID *LAST ACTION HERO* BLOW CHUNKS?

Not since Hudson Hawk has a movie come along that was simply so mind-numbingly bad that the Rayzor dropped his dog and headed into the next theater. But why did a film with all the ingredients of a blockbuster summer sensation have its brains blown out by the collective public? The Rayzor went undercover for the real answers behind the movie that's laying waste to Hollywood careers

No matter how much you spend on a fart, it's still just a fart...

Yeah, even the Rayzor has to admit that death via poisonous flatulence is an original idea. But sorry Arnie, the joke wore thin after the *first* bottom burp

Sorry, but there are only so many ways you can blow things up...

Hello, anybody in there? The white shirts of tinsel town need to connect with the fact that J.Q. Public has seen just about every kind of explosion imaginable. If you can't beat what's already been done, save the nitro for a producer

When you get to the end of the movie, actually have the movie end...

The jokes were bad, but the ending could suck the shell off a raw egg. Arnie gets shot and it takes nearly a half-hour to resolve the mess

The Winners: People who left the theater early to sneak in on Jurassic Park. Arnie (hey, he still pulled down 15 mil.).
The Losers: Burger King (at least the action cups lived up to the movie - they stunk too), Terry Austin (you won't even get a Pet Semetary flick with this one, bud), Arnie (your agent must be a comic book speculator)
Bullets To Stop This Baby: Hell, you could have killed this movie with blanks

– RAYZOR

ANDY MANGELS' HOLLYWOOD HEROES

series, debuting as a syndicated program next spring. Ellison will work as a writer and a consultant on the show. *Star Trek* actor Walter Koenig will appear on the series as a flamboyant villain.

Despite good reviews and ratings for his August Showtime anthology film, *John Carpenter Presents Body Bags*, the horror director doesn't plan to follow with a series, a la *Tales From the Crypt*. Carpenter says that he may do more *Body Bags* films at some later time though. By the way, did you catch the cameos? Not only was Carpenter the host, but directors Wes Craven and Sam Raimi also appeared in "The Gas Station" segment.

Daryl Hannah's ultra-glam remake of *Attack of the 50-Foot Woman* hits the small screen in December on HBO. It will be rebroadcast in the spring of '94 on Fox.

October is "Classic Monster Month" on the Sci-Fi Channel. You can catch highlighted films in the Mummy, Dracula, Frankenstein, and Werewolf genres, with a different film airing every weeknight starting at 9 p.m. Halloween Day will feature a seven-pack of horror "classics," hosted by the founder of Famous Monsters of Filmland, Forrest J. Ackerman!

Other special Sci-Fi events include the *Battlestar Galactica* 15th Anniversary marathon, with every episode of BG played back-to-back across 24 hours. Galactica stars Dirk Benedict and Richard Hatch will host the episodes on Sunday, October 17.

FEATURE FILMS

Todman-Simon Productions, run by "major comic fan" Bill Todman Jr. (*Married to the Mob, Hard to Kill*) and Joel Simon, recently told me about some of the hot deals they've got lined up. Contracts are underway for an *X-Men* feature film, for 20th Century Fox, which Todman-Simon would produce with Richard Donner and Lauren Shuler-Donner. While inks may be drying on the deeds even as you read this, nothing firm has been decided as to characters or story lines, other than the fact that Wolverine will definitely be in the film.

As to other Todman-Simon projects, a Marvel cornucopia is overflowing. They're producing *Dr. Strange* with Wes Craven at Savoy Pictures. He's now working on the script and will direct. They're doing *Elektra* with Oliver Stone's Ixtlan films, a flick that's now in the writing stages. *The Wild, Wild West*, for Warner Brothers, is now in second draft form by Brian Helgelund. The producers are looking at a feature film version of Batton Lash's *Wolff and Byrd, Counselors of the Macabre* with Joe Dante, since Fox recently passed on the idea as a TV series. They've also got a one hour pilot written by Steve Roberts for Fox's '94 season that features a revamped *Daredevil*.

THE GOLDEN RULE...DON'T BITE

Although the Rayzor is a big fan of Sci-Fi on the tube, the only show that's ever really clicked was *Star Trek: The Next Generation*. I'm still waiting on *DS9*, but that's still *ST:TNG*, I don't care what they say. Anyway, shows like *Babylon 5*, which is more than likely destined to follow in the footsteps of *Space Rangers* (whoa, now there was some quality entertainment) don't work because of one simple, but very important point that's often overlooked by studios rushing to capitalize in the latest trend...they bite. Yep, they bite big time.

- RAYZOR

WHAT BABYLON 5 HAS TO DO TO SURVIVE...

After seeing the premiere of *Babylon 5* what seems to be about eight years ago, the Rayzor was surprised to hear that Warner's attempt at *Star Trek* would be back for more this fall. So, with an open-minded spirit, I decided to take another look at the pilot and then I remembered why I wanted to nuke the guy who made it...

Off the first officer - he's a whiny pansie who didn't seem very different from that other main guy on the show.

Lose the "alien habitat" in the station. Is it just me, or did it seem like all of the aliens in that area were locked up and on display. I know if I was an alien I wouldn't want some freak looking at me in my boxers.

Shave about thirty pounds of rubber off all the alien-types. They don't look cool, guys, they look like you made the actors stick their heads in latex.

Have better stories than *Star Trek*

Tom Cruise sucks in his latest movie. I'm not saying he's bad in *The Firm*; he's the title vampire in the forthcoming *The Vampire Lestat*. When Daniel Day Lewis dropped out of the role, the boyish star winged his way into the role. Besides Cruise, the other stars include Brad Pitt as Lestat's boyfriend Louis, Antonio Banderas as Armand, Stephen Rea as Santiago, and River Phoenix as the Interviewer.

Michelle Pfeiffer is now in heavy negotiations to reprise her role as Catwoman - but as Rayzor touched on last issue- it will be in her own film! Daniel Waters is plotting the *Catwoman* script, while Tim Burton has said he wants to direct the film (even though he turned over *Batman 3* to director Joel Schumacher) check out the HERO Batman Special for other news on Part 3). Producer Denise DiNovi is slated to produce *Catwoman*, which will likely go into production after *Mistress of the Seas*, if Pfeiffer gets that part as well, just in time for a 1995 premiere. Meanwhile, Pfeiffer is now working on *Wolf*, a werewolf tale starring Jack Nicholson and directed by Mike Nichols.

Horrific news for fright fans! Stephen King may be writing perhaps his scariest words yet...the story behind a Michael Jackson song! The King of Pop approached the King of Horror to script the video for a mini-film the pop singer plans to shoot for late in the year. The song will be included on the soundtrack for *Addams Family Values*, due out November 19.

Two scripts are being written for *Star Trek: The Next Generation* feature film, to go before cameras in April '94 for a Christmas '94 release. Both scripts feature the return of Spock, Bones, and Captain Kirk to the big screen, in guest-star roles with the future Enterprise team. Whoopi Goldberg's Guinan character is prominently featured in one of the two stories, while another also features the rest of the original Enterprise crew in cameos.

Tom Arnold has landed a role as Arnold Schwarzenegger's semi-comical sidekick in the now-filming *True Lies*. James Cameron wrote and is directing the film for 20th Century Fox. Schwarzenegger and Arnold play workers in an intelligence task force, where all is not as it seems.

Presidential brother, Roger Clinton, is one of several guest-stars of note in *Pumpkinhead 2: Blood Wings*, due out around Halloween. Clinton plays the role of newly-elected Mayor Bubba, from the small town of Ferren Woods. He also wrote and will sing the film's title song, "Pumpkinhead, Be My Man." Another genre face to watch for is Kane Hodder, the man behind Jason's mask, as one of the locals who runs afoul of the title monster.

The $250 Star Wars Trilogy on THX laserdisc will NOT have new footage as Rayzor indicated in HERO #1. The boxed 9-disc set may contain scenes within supplemental material and will come with interviews and commentary by George Lucas and others who worked on the movies. The set also comes with a 16-page guide as well as a hardcover copy of *George Lucas: The Creative Impulse*.

Thanks for having me here at HERO. Next month in Andy Mangels' Hollywood Heroes, we'll have more exclusive news and photos to dazzle your minds! See you next month!

BLOCKBUSTER!

Box-office receipts continue to explode, buoyed by the relentless success of mega-entry *Jurassic Park* and other magnets such as *The Fugitive* (which opened with a very strong weekend take of $25 mil.)

Jurassic Park	$287,051,075
Aladdin	$210,178,087
The Firm	$128,569,759
Sleepless in Seattle	$ 92,826,199
Cliffhanger	$ 78,846,090

Watch out for:

Addams Family Values	Nov. 19
Demolition Man	Oct. 8
Hard Target	Aug. 20

CATWOMAN FEATURE FILM

...MICHELLE PFEIFFER IS NOW IN HEAVY NEGOTIATIONS TO REPRISE HER ROLE AS CATWOMAN IN HER OWN FILM! DANIEL WATERS IS PLOTTING THE CATWOMAN SCRIPT, WHILE TIM BURTON HAS SAID HE WANTS TO DIRECT THE FILM IN TIME FOR A POSSIBLE 1995 PREMIERE...

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MORTAL KOMBAT

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Address____________________
City, State____________________
Zip Code____________________
Phone (____)____________________
Favorite Comic____________________

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1 GRAND PRIZE:
- Mortal Kombat and Street Fighter 2 Turbo Arcade Machines

5 FIRST PRIZES:
- Mortal Kombat or Street Fighter 2 Turbo for Super NES or Genesis

10 SECOND PRIZES:
- 1-Year Subscription to EGM

25 THIRD PRIZES:
- A Hero Illustrated T-Shirt

QUARTERMANN'S

POWERPLAY

THE GUIDE TO VID GAMES

Hey, Quarter-Fans, the one and only guru of gaming gossip has returned in a new and improved package that leaves me tinglin' all over! What can I say, buds, but the combination of my Q-Wisdom and super insight guarantee you an inside peek into everything that the gaming biz has to offer. The lead-off story this month is the Q's hands-on taste test of the equally good kicking upgrade in the Street Fighter 2 saga! Combined with Quartermann's usual mix of video nastiness, this special edition has more info than you can pound a pick-[illegible] ...Here we are Quarter-Maniacs, the walls have been broken and the tinted windows smashed! Super Street Fighter 2 is unleashed, with new moves, refined graphics, and four new characters taking the fight to a quartet of new locations around the world! Check out a complete review elsewhere in this mag and rest assured, the Q-Mann put this monster through its paces to give it a big thumb's up! Sure, the game doesn't change a whole lot from the original sequel, but the combo of changes and new sights make this a worthy follow-up and a tasty precursor to the real Street Fighter 3 that someone close to the Q says is closer than you think.

What's that I hear? Yeah, sure, we've all taken out [illegible] in Mortal Kombat, but did the Q-Mann's collection of gaming gladiators tear open another hidden character? Ermac is a definite, but did I see someone else lurking in Sonya's uniform?...Problems from Sega Land: Chapter One - Looks like Sega and EA could find themselves locked in another battle with neither side able to come to terms with a four-player adapter that everyone can enjoy. Instead of working it out, however, the two sides are hammering out, you guessed it Q-Friends, two distinctly different versions of the same thing. Wait, it gets much better! Both multi-taps will be incompatible with each other, leaving fans of the Arts' sports titles requiring a different plug than the Sega line-up and Tengen's Gauntlet 4...Look for Virgin's Spot to dig into more colorful antics next year with a loaded-out sequel now in development for both the Super NES and Genesis...Another game destined to be seen again is Sunsoft's Taz title! This game has become an underground sensation, but the follow-up will have a slightly different style and tone to the play...Other news from the Sunsoft are another Superman game from the "Death of Superman" storyline and a line of carts using the Justice League characters.

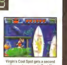
SUPER STREET FIGHTER 2:

DEE JAY
CAMMY
T. HAWK
FEI LONG

MORE MOVES.

MORE INTENSITY.

Bubsy and other Sega video games have snuck past approvals!



Virgin's Cool Spot gets a second chance at success in Spot 2!

More problems in Sega Land Part Two - The Q-Mann has uncovered a legal loophole that many independent Genesis cart publishers are utilizing to get around the approval process - and the get their games onto store shelves without the fascist ratings emblazoned on the box! Accolade, EA, and other licensees are also circumventing Sega's approval process! Yes that is sweat you see rolling down the Sega white shirts' brow...Ken Lobb, the wizard of game design who managed to steer Namco towards some of their best titles is on his way to Nintendo to head up project development for the big 'N! Way to go big K., save me a coffee in Seattle...Back to Super Street Fighter 2 for a quick second The Q-Mann has just learned that a development team has been put on, yep, you called it the Super NES edition of the follow-up of the year...The bow tie boy gets the can from TH*Q! Howard Phillips, fresh from TH*Q and LucasArts and Nintendo (where he was the ultimate vid geek), has joined the Absolute team. No, he's not slamming back the booze, he's at Absolute Entertainment making new tank simulators or plane simulators or whatever it is they do there While we're on the subject, could it be that things have soured between TH*Q and Malibu Graphics, the powerhouse behind this summer's blockbuster line of "Ultraverse" comics?...The Q-Mann hears that the hottest new video game company on the upscale scene is definitely Crystal Dynamics. They've stolen away a top movie boss, put together a high-priced team of producers, and pointed their big guns almost exclusively at Trip Hawkins' 3DO system The result? Crystal Dynamics is the darling software pumper of Wall Street...Contrary to what the Brits have to say, Sega's upcoming Saturn system WILL be downwardly compatible with the Genesis and clock in at around 400 bucks and feature some cool enhancements ranging from on-screen color calibration to a "code card", which will be used as part of Sega's expanding plans to conquer cable TV

Word from the road was that Nintendo's train trip was a power test of gaming eds that lost their [illegible]ks along the way to L.A. [illegible]'s idea was that anyway Look for a new video game developer, Buzzcut Software, to get into the game with a number of high profile licenses from the movie and comics industries . Look for Virgin to capture the rights to the upcoming sci-fi flick, Demolition Man, due out October 8th The game won't hit for some time, but the movie, which Q-Mann previewed recently, looks like a complete trip...Atari is rumored to have scored a retailing hit with rumors surrounding the capture of shelf space at Toys 'R Us! If it turns out to be true, it represents one of the best steps forward for the upcoming Jaguar hardware...Say it ain't so! Uncle Al has bailed from Sega for the richer pastures of MTV-Land! Actually, he's heading up Viacom's new gaming division after that company gobbled up ICOM Simulations

Rumor from Japan - Terry Aki tells yours truly of a plan to reintroduce the NEO-GEO to consumers. Look for a new unit design and a steep price drop in the hardware and softs. The CD meanwhile, has been canned

...That sums it up for this installment of the Q-News, so be sure to dig into EGM for the first info on Super Street Fighter 2! Also, find the hidden pig and you'll win a special prize hand-picked by the Quartermann himself! The Q-Mann guarantees it's more fun than eating paste!...

...GET THE WHOLE STORY AND THE FIRST PICS OF SUPER STREET FIGHTER 2 IN THE NEXT ISSUE OF ELECTRONIC GAMING MONTHLY - THE #1 MAG FOR VIDEO GAMES AND ULTRA COOL STUFF...

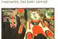
QUARTERMANN'S
TOP TEN REASONS WHY ATARI'S JAGUAR WILL FAIL...

Out of the darkness comes the latest weapon in the battle for your video gaming coin! The Atari Jaguar has been heralded as the next generation of gaming, but in a land filled with more big guns than Beirut, will the Atari make it or break it? (Special Note: If you're particularly chummy when it comes to the A-Force, replace "fail" with "succeed". Got it? No problem!

10. Pong is still Pong, even if it's done in 64-Bits.
9. Atari should consider getting a booth at CES. People will really take you more seriously if you get out of the Telegames booth.
8. People don't trust video game systems named after cats.
7. You need to do more than polygons for 200 bucks. Polygons. Sounds like a new "Lucky Charms" shape.
6. It's hard to go far with only one third-party licensee.
5. It's even harder when that licensee is "Butthead Software".
4. Insect Politics.
3. The office air fresheners haven't been changed since 1985.
2. IBM is making the damn things! IBM wouldn't do something that loses money...would they?
1. Sam Tramiel

A preview of what the Jaguar just might look like when released!

Mortal Monday is coming, but the Q-Mann has already had his say.



Silpheed captures the greatest gaming graphics ever on CD!

Q-MANN TARGETS THE HOTTEST GAMES NEW AND UPCOMING

MORTAL KOMBAT (SUPER NES)

The first real contender to follow hot on the heels of the mega-hit Street Fighter 2, Mortal Kombat succeeded in carving out a niche all its own by melding some strong twists on the SF2 theme with a visual style that was truly unique. The digitized feel of the original remains, but the sanitizing of the battles and elimination of particularly gory (and usually the most fun) finishing moves makes this something less than Mortal Kombat. Granted, you still get a good fight, but just as in the coin-op, the interaction does not employ the rich depth of SF2. Close, but no cigar, baby.

MORTAL KOMBAT (GENESIS)

The Genesis translation of MK makes up for the edited Super NES version with an added blood and guts mode that restores the look and feel of the arcade original. Unfortunately, the game becomes a monster to play sans a six-button controller and still suffers from many of the problems that plagued its Super NES cousin.

SHINOBI 3 (GENESIS)

You can call this title Shinobi 3, but Sega's latest chapter of their martial arts master is really a greatly improved combo of the previous titles mixed in with Ninja Gai Den's play mechanics, with a little Strider thrown in for good measure. Great graphics, sounds, and other supporting features make this cart a great buy.

SILPHEED (SEGA CD)

The latest entry in Sega's ever-so-slowly expanding line of disc games could very well be the most visually intense game ever created. Unfortunately, the play doesn't come close to matching the animated festivities that take place behind what is basically an elaborated update of classic side shooters like Galaga. This game pops some fun, but with a little effort Silpheed could have lived up to the accolades that the screen shots projected.

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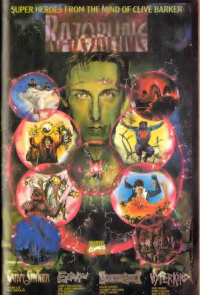
eXiLES
Fighting to Save Themselves From Mankind
And Mankind From Itself
ULTRAVERSE
Steve Gerber
Paul Pelletier • Ken Branch
August '93



READER TOP 9

NUMBER 1

TODD McFARLANE
Spawn

2. Jim Lee
WildC.A.T.s
3. Marc Silvestri
Cyber Force
4. Dale Keown
Pitt
5. Jim Valentino
Shadowhawk II
6. John Byrne
Next Men
7. Barry Windsor-Smith
Rune
8. Rob Liefeld
[illegible]
9. Sam Kieth
The Maxx

NUMBER 1

SPAWN

Market Score: 20.8

This was a real nail-biter, friends, we were really counting on Mr. T to come back and fight his way into HERO's hot spot.

We meant the guy with the T-Force—not Todd.

Seriously, the horizon doesn't change too much for comic's resident dead guy, as he battles through more baddies and another guest writer on his way to seeing Todd return—until ish 16 when a new team arrives!

2. PITT (Image)

With the release of #2, PITT regains attention and steps into the Top 9 spotlight.

Market Score: 15.8

3. BATMAN (DC)

As DC's big guns point to #500, the Knightfall story line continues to unfold.

Market Score: 12.5

4. PLASM (Defiant)

Lawsuits and name changes didn't stop Plasm from attracting a large audience.

Market Score: 12.0

5. SUPERMAN (DC)

The reign of the Supermen may be ending, but a whole new story is unfolding.

Market Score: 9.6

6. SABRE TOOTH (Marvel)

A new book gets another Marvel character added attention this month.

Market Score: 5.4

7. X-MEN (Marvel)

A perennial fav continues on top with solid stories and super characters.

Market Score: 5.3

8. SHADOWHAWK II (Image)

The Shadowhawk sequel draws to a close, but not before an enhanced unmasking.

Market Score: 4.8

9. PRIME (Malibu)

An intriguing story helps catapult a fledgling universe into one of the top spots.

Market Score: 3.8

"Market Score" is determined by the number of votes each book receives divided by the total number of votes cast by phone and mail. [illegible]

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TITLES:		ARTISTS:	
1. PRIME/MALIBU	17. PITT/IMAGE	33. JIM LEE	49. [illegible]
2. DEATH MATE/VALIANT-IMAGE	18. GHOST/DARK HORSE	34. FRANK [illegible]	50. [illegible]
3. CATWOMAN/DC	19. X/DARK HORSE	35. JOHN BYRNE	51. [illegible]
4. SPAWN/IMAGE	20. PITT BULLS/DARK HORSE	36. SAM KIETH	52. MARK BAGLEY
5. UNION/IMAGE	21. MONSTER/DARK HORSE	37. BARRY WINDSOR-SMITH	53. ERIK LARSEN
6. DETECTIVE COMICS/DC	22. DOOM'S IV/IMAGE	38. DALE KEOWN	54. DAVE [illegible]
7. BATMAN/DC	23. WILDC.A.T.s/IMAGE	39. GEORGE PEREZ	55. KELLY JONES
8. SAVAGE DRAGON/IMAGE	24. DEADPOOL/MARVEL	40. JAE LEE	56. JILL THOMPSON
9. SABERTOOTH/MARVEL	25. REN & STIMPY/MARVEL	41. ROB LIEFELD	57. JOHN ROMITA, JR.
10. CYBERFORCE/IMAGE	26. AMAZING SPIDER-MAN/MARVEL	42. ADAM HUGHES	58. [illegible]
11. BATMAN: LEGENDS OF THE DARK KNIGHT/DC	27. JURASSIC PARK/TOPPS	43. JACK KIRBY	59. WHILCE PORTACIO
12. SUPERMAN/DC	28. SECRET WEAPONS/VALIANT	44. NEAL ADAMS	60. TODD McFARLANE
13. ADVENTURES OF SUPERMAN/DC	29. HARDCASE/MALIBU	45. RON LIM	61. TIM TRUMAN
14. ACTION COMICS/DC	30. THE STRANGERS/MALIBU	46. JOE QUESADA	62. WENDY PINI
15. BATMAN-GRENDEL/DC	31. SANDMAN/DC	47. MARC SILVESTRI	63. JIM VALENTINO
16. WOLVERINE/MARVEL	32. MADMAN ADVENTURES/TUNDRA	48. TIM BRADSTREET	64. JEFF SMITH

These nominations are good September 15 through October 15, 1993.

EARTH'S MIGHTIEST ANNIVERSARY CONTINUES

AVENGERS ANNIVERSARY MAGAZINE

Don't miss this 48-page special featuring an inside look at the future of the Avengers, [illegible] past and present, and the developing group dynamic of Earth's Mightiest Heroes. Plus an in-depth look at the Avengers/ KA-ZAR crossover.

AVENGERS WEST COAST #100

The Avengers go to the devil in this 64-page milestone special as Magneto exacts his fiery revenge. Hawkeye and War Machine also star in their own back-up features. By Roy Thomas, Len Kaminski, Dave Ross and Tim Dzon, and [illegible] cover.

SPIDER-WOMAN #1 OF 4

This classy [illegible] from the Avengers West Coast is now in her own limited series. The accident that caused Julia Carpenter to become Spider-Woman always seemed like a coincidence before, but was it? By Roy Thomas, John Czop and Andrew Pepoy.

AND THE WINNER IS...

TO BE ANNOUNCED IN ARCOMICS READERS' CHOICE!

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CIRCLE #104 ON READER SERVICE CARD

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HOT HERO TOP TEN

A lot of good books got left off the list this month, including some hot number ones. And what about all the long titles? Seems all the good short ones were taken. This list doesn't even touch on the mainstream titles that are going to sell a zillion anyway. Things like Batman, Superman, X-Men, Spider-Man, and I Once Was A Wo-Man. Okay, maybe that last one isn't real, but this list is right on top of it!

#10

DC's

SUPERMAN: SPEEDING BULLET

This Elsworlds story has the Man of Steel being found as an infant by the Waynes, rather than the Kents. A big "what if" takes on Superman wearing the Batman's costume and being the Dark Knight. Very cool!

#9

Image's

PROPHET #1

This is the first of two different Youngblood spin-offs this month. But hey, the guy's outfit is radical. His head is tiny and his sword is big, real big. And don't forget that this issue contains a coupon to get a copy of *Prophet #0*, which will ship some time before 2001.

#8

Image's

TEAM YOUNGBLOOD #1

A brand new title about the Youngblood Away Team. Are all your elephants in order? Then you must buy this book. Say it with me- Youngblood! How do we do it? Volume, volume, volume! In color. Not a Quinn-Martin production.

#7

Harris's

Q-UNIT#1

What more can be said about this book? Whadyamean, nothing has been said before? It's got a team of intergalactic prisoners, complete with explosive implants in their heads! Do we hear someone say, "He blowed up real good," do we see brain stew? Find out here. Boooom!

#6

DC's

ROBIN #1

The Boy Wonder gets his own monthly series as Tim Drake gets the boot from the Batcave and sets out on his own crime-fighting path. This first issue has about as many enhancements as you could ever want: multi-color foil and multi-level embossing on heavy stock.

#5

Marvel's

VENOM: THE MADNESS #1

He's bad! He's beautiful! He's the man with the really long tongue! This guy's so cool he has more action figures than Doctor Doom (I want to eat your brain!) That's enough! Go reserve your copy NOW! What? You want more? O.K., how about a multi-level embossed cover? More? Alright, howsabout the interiors done on Fanfare paper? Still more? How'd you like the villains to be X-men baddies Black Tom and Juggernaut? See Dusk from Marvel Comics Presents try to drive the alien symbiote mad! See Eddie Brock fall in love! See the alien get extremely pissed at Eddie for it! Why do suits fall in love?

#3

Valiant's

ETERNAL WARRIOR YEARBOOK #1

Valiant's first foray into the annual scene is with this age old character. Remember *Magnus #1*? Remember *Harbinger #1*? How about *Rai #1*? He who doesn't know history is destined to repeat him/herself! Look for a fully painted card stock cover to grace this comic. And, as if all that wasn't enough, there's the story! A geomancer-like character wants to kick Gilad's butt for all the stuff he's done since he was born. Twice the story (48 pages) for less than twice the normal issue's price means twice the fun! Whoop, whoop!

#4

Marvel's

WOLVERINE #75

The mutant with the permanent bad hair day gets his turn to celebrate the X-Men's 30th anniversary with a 48 pager, complete with wraparound cover and tres cool hologram with claws a' poppin' out atcha! Wolverine is hurtin' for certain after a severe trashing at the hands of the magnetic one, and Wolvie's next action will shock and amuse you to severe giggleness (contain yourselves, X-fans!) It will be the turning point for both him and the X-persons alike. Miss it at your own peril! This is so hot, it's not even a number one, but rumor has it that Marvel wanted to call it *Wolverine #1* just for this issue, it's just too darn hot!

#2

Image's

IMAGES OF SHADOWHAWK #1

The creators of Lobo, Keith Giffen and Alan Grant, now take an Image hero, Shadowhawk, and put him through the ringer! No fancy cover (although the art is primo), no coupons, no trading cards, just pure excitement! By the way, did I mention Shadowhawk? He's the one who broke the back of a certain slimeball named Carmen Oliveri a while ago, and now he has to keep this scumbag alive! Talk about putting the hero in his own private hell! Shadowhawk is one of Image's most popular heroes, and Mr. Valentino turns the reign over to a couple of guys who'll do him justice.

#1

AVENGERS X-MEN CROSSOVER

WRITER: Harras/Nicieza
ARTIST: Epting/Kubert
INKER: Palmer/Ryan

Bloodties is a five-part series that takes place in the following books: *Avengers #368* & *#369*, *X-men #26*, *Avengers West Coast #101*, and *Uncanny X-men #307*. The story involves Magneto and his legacy: Crystal and Quicksilver's kid, Luna, is in jeopardy big-time, and we're not talking Alex Trebek here. Exciting? Wait, there's more! There's mutant war brewing in Genosha leed by Exodus.
Not since the X-Men vs. the Avengers has a team-up been more anxiously awaited. The finale of this series, *Avengers #369* has an all-platinum foil-embossed hand-drawn, machine-produced cover that will knock your socks off, so be sure to wash your feet on the day these hit the stands. Forget the cash cows, this is the one you've been waiting for!

LETTERS AND ICE CREAM

Dear HERO,

I have a couple of questions. Why does it seem like a character must be hurt or maimed to sell books? Why can't the titles sell just because it's a plain, good story? I don't know how one can justify killing a character and then bringing them back 4 months later, just to make bucks. Whatever happened to a book selling because it had a good story and art, and not because it has a foil embossed, shiny, holo-grafix, laser printed, heat sensitive, chromium, puffy, free trading cards, poly-bagged w/a coupon for a free book with all of the above cover?

It dismays me these days to see the decline in quality of story and art, just due to the fact that companies want to make a cheap buck! Can anyone explain this to me before I die of a migraine headache from all this frustration?

Oh, your mag rules!

Adam Pratt
East Windsor, CT

Relax, Adam, there's a lot of good stuff out there, just seek it out or read the letter to the right. Gosh, don't die, we like our readers!

Putting together a magazine like HERO can be an exhausting thing, both mentally and physically. To give you an idea of just how wrong we can get when it gets very late here.

We asked a whole bunch of consumers out there the question that must be answered.

IF SPAWN WAS AN ICE CREAM, WHAT FLAVOR WOULD HE BE?

1) Rocky Road wins
2) Chocolate
3) Wild Raspberry
4) Fried Ice Cream
5) Rocky Top
6) Vanilla
7) Mixed fruit
8) Coffee
9) Oatmeal
10) Ice

So much for ice cream

READER ROUNDTABLE

Readers' Responses

Re: Readers' Roundtable, Vol.1 #2

Continuity? I started reading in '85, smack in the middle of the Crisis. It was a good idea, in theory. It has been handled better than I expected. However, retcons (retroactive continuity) can get out of hand. Swamp Thing was a good retcon. Saying "No, Supergirl never existed. Yes, we know everyone remembers Barry Allen and Don Hall (Dove), but they are going to forget Kara because John Byrne wants it that way." was not, in my humble opinion, a good idea. I am still trying to figure out revamped continuity as far as the Batman/Catwoman relationship goes. Asking Denney helped, but not enough. Jean Grey was a bad idea. Nuff said.

What issues concern me: "Cover Enhancement" my a*se. Gimmick covers are a real pain, and can annoy the reader who doesn't give a tinker's dam about holograms, gold covers, silver covers, polybags, breath-on-it-and-it-is-no-longer-mint-condition, instant collector's item attempts at boosting sales through speculators buying multiple copies. What's the point of a collector item that everyone has 10 copies of, that the dealer has marked up 500%, that is just going to turn off long-term readers (who then can't find the book, and are not willing to shell out up to $160 for it since some bozo at a comic store decides it's a super hot book. I'm talking death of Supes here. It was a joke, and a bad one at that) and most likely won't hook one time speculators anyway. Cut it out. Build your markets through quality products, not by flooding them with whatever is currently "hot" in an attempt to keep up with one another. Work on the market you already have. Note to publishers: gambles can backfire, you know. Needless ones that only pay off in the short term if at all can't be good business.

Hot comics: It seems to me some people think good art is the only

change their mind, but I can argue with them all I like. In my opinion, Liefeld isn't a strong artist, and he should never have turned writer. McFarlane needs work in the writing department as well, and though I can't say I'm crazy about his art, the layouts seem good, and he got the best colorist in the business for *Spawn*.

Sandman won't be around in 5 years because Neil wants it that way. According to him, a story doesn't mean anything if it doesn't have an ending. And *Sandman* will end sometime in the next two or three years (at the most). However, of everything I read at the moment, I still think it's the best. It may not have the current hot artists, but the Kelley Jones issues, the Dringenberg issues, and the P Craig Russell issue were gorgeous. Did I mention Colleen Doran? *Sandman* may not have a permanent artist, but is has had some of the best. Todd Klein is one hell of a letterer, too. And from what I can tell, the trade paperbacks and hardcovers are drawing a bookstore audience who might not have picked up a comic (graphic novel, whatever) otherwise. And it's won all sorts of awards.

Did I mention Prez? The First Teenage President is going to show up in *Sandman*? I wasn't sure if you had heard.

Have fun. Looking forward to next issue.

Tara O'Shea
Chicago, IL

Whew. That's a bunch of stuff. We agree that Sandman is one of the best comics being done today. Other titles that are faves around the HERO offices include Bone, Cerebus, Hep Cats, Hulk, Sandman Mystery Theater, Madman, Hate and Eightball. I'm forgetting something, but my advice is to nose around for more good stuff.

Yep, we heard that Prez was coming back. What's next? The

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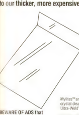

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761	7 5/8 x 10 1/2	Silver/Gold Comics	22.00	4	93.00	7	154.00	11	140.00/M	35	112.00/M	55
762	8 x 10 1/2	Super Gold Comics	22.50	4	95.00	7	158.00	11	[illegible]	39	114.00/M	55

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[illegible]	$8.25	$9.50	$10.00	[illegible]	[illegible]	[illegible]
[illegible]	$9.50	[illegible]	[illegible]	[illegible]	$22.00	[illegible]
[illegible]	$11.00	[illegible]	[illegible]	[illegible]	$25.50	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	$28.00	$60.50
[illegible]	$14.50	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
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[illegible]	$20.00	[illegible]	[illegible]	$30.75	$35.00	[illegible]

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TOP TEN MOVERS AND SHAKERS

[illegible] from 100 [illegible] 1993.

REIGN OF THE SUPERMEN
The big guy is back and the readers are [illegible] them up.

KNIGHTFALL
Interest remains high, even with the back breaking and Azrael taking over the book.

[illegible]
Still holding third place, but showing no signs of [illegible] decay.

DEATHMATE
The [illegible] is scoring big for fans of both Image and Valiant.

X-MEN
Staying strong after all this time. Magneto will be back soon to send this title even higher.

X-O MANOWAR
Valiant's most popular [illegible] one [illegible] looks to get stronger.

PITT
Dale Keown's [illegible] continues to rise. This book could push its way to the top.

UNCANNY X-MEN
The original mutant book continues to hold its own with the new book.

WOLVERINE
With big changes ahead, this book could really fly high, again.

X-FACTOR
The second banana team hits the big time. Strong ties to the other books increase sales.

INDUSTRY ROUNDTABLE

QUESTION: What comic company is doing things right, and why?

DARK HORSE

They keep all the "instant collector's item" bullsh#t (bagged, cards, holograms, etc.) out of the picture. Just wait and see, that crap is gonna kill comics. It's gonna disillusion everyone who thought they were hitting a bonanza. It will also disenfranchise their (other publishers like Marvel, DC) core readership that really is getting bored with all these cheap come-ons. I hear it everyday! Major publishers should concern themselves first and foremost with turning out readable entertaining comics, otherwise the public will turn their collective backs to comics. Believe it! Just ask Image!

Hi De Ho Comics
Santa Monica, CA

DC

By giving story pacing and plotting priority over gimmick covers, they are luring people back to reading comics and (hopefully) ensuring new, long-term readership that will last long after the gimmicks and hype become passe'

Tomorrow Is Yesterday
Rockford, IL

They're publishing the comics that our customers are looking forward to reading, and are collectible at the same time.

Psycho 5 Comics & Cards
Seattle, WA

DC Comics has continually strived to keep us, the retailer, informed on upcoming projects, shipping dates and even *Batman: The Animated Series* schedule.

Paper Heroes
Killeen, TX

KITCHEN SINK/TUNDRA

They're doing almost everything right for me as a retailer — creating books which appeal to customers who grow tired of the overabundance of new superhero universes, thus offering a pleasant alternative. Customers are the ones who make the future of these books, and mine have spoken loudly.

Comic Route
Manchester Center, VT

MALIBU

For lowering the price during the glut and creating a new area of interest for readers vs. collectors.

Empire Comics
Rochester, NY

DC does it right for retailers.

VALIANT

On-time shipping, high quality art and stories, cable TV ads, few gimmicks, and the ones they do have are great.

Mad Cat Comics
Kalamazoo, MI

We welcome commentary on the industry or material contained in this column.

QUESTION: Which new universe will last to the end of this year?

Comics Greatest World. The majority of its purchasers are buying them to read (and enjoying them, too). Speculation is not the first thing on their mind, unlike with Defiant. I don't think a company/universe can survive on pure speculation.

Comics Route
Manchester Center, VT

Ultraverse. It really heated up after the first issues. People are interested in stories, which is what always gives comics endurance.

Little Louie's Comics
Columbia Station, OH

Ultraverse has gotten off to a great start, and the creative talent and quality stories will give it the staying power.

Mad Cat Comics
Kalamazoo, MI

Dark Horse's, Malibu's, Defiant's and any other that is currently going will last until the end of the year. I'm not sure any of the new comic universes will last to the end of next summer, though.

Moonshadow Comics
South Portland, ME

Comics Greatest World. Shipped every week, no unneeded gimmicks, intro line designed to introduce characters *and* tell a story.

New Dimensions
Evans City, PA

I believe most will last but not to any large degree. people are buying these primarily for speculation purposes. I find very few customers who actually care whether it's a good story or not.

The Great Escape
Nashville, TN

Valiant. Their stories and art on the majority of their titles keep readers interested and anticipating the next issue. That, coupled with their impeccable release dates proves they can compete with the big 2.

Power House Comics
Round Lake, IL

Ultraverse. Fans and collectors both like these books. The ideas seem pretty fresh. Sales have remained constant through the first three issues.

Excalibur Comics, Cards & Games
Shreveport, LA

All of the new kids will survive into '94. Whether or not they can keep their followings will pave their future paths

Paper Heroes
Killeen, TX

Comics Greatest World is the biggest seller with strong consumer acceptance. Ultraverse is solid, but suffers from speculator interest the causes supply shortages.

Psycho 5 Comics & Cards
Seattle, WA

Dark Horse could be a survivor.

Ultraverse took the comic world by surprise even though they did warn us. Marketing has helped these books quite a bit. Strong stories have helped as well.

Atomic Comics
Mesa, AZ

Barkerverse (Razorline). They're targeting the mature reader. Well written. Not long underwear.

Top Of The Ninth
Traverse City, MI

I think the Ultraverse will do well mainly because of the advertising, although the Comics Greatest World by Dark Horse is doing quite well.

Dungeon's Books & Comics
San Antonio, TX

SOUND OFF

OK Guys [illegible]
Here [illegible]
1) Publishers [illegible] and expect [illegible] book [illegible]
2) Consumers [illegible] breeds [illegible]
3) Distributors [illegible] retailers [illegible] and restrictions [illegible] with.
4) Consumers [illegible] copies and [illegible] resell them [illegible]
5) Conventions [illegible] that offer [illegible] they came [illegible] dealers).
6) People [illegible] comics and [illegible] and Silver [illegible] today.
7) QVC [illegible] offered by [illegible] prices [illegible] Who cares?
8) People [illegible] pay for [illegible] bought [illegible]
9) Retailers [illegible] stock [illegible] and [illegible] to [illegible]
10) [illegible]
11) [illegible]
12) [illegible]
13) [illegible] "&%#@!"
14) [illegible] while [illegible] how [illegible]
15) DC [illegible] ADULT [illegible] and [illegible] despite [illegible] to be 10 [illegible]
16) Customers [illegible] No Library.
17) Kids [illegible] products.
18) People [illegible] great deal [illegible] (sure, my [illegible])
19) Retailers [illegible] issues [illegible] bother?)
20) Marvel [illegible] small business [illegible] took years [illegible]

Thanks [illegible] stuff off my [illegible] you [illegible]
Without [illegible] sake of [illegible]

[illegible]

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SHADOWHAWK
end of second story in
SHADOWHAWK #3!
the saga continues in
SHADOWHAWK III
ongoing series three issue story arcs - hot artists!
ONLY FROM image WELCOME TO THE FUTURE!

HEROIC TRADING CARDS

By Chris Schaefer

Welcome to another exciting addition of *Heroic Trading Cards*. This month we will be looking at a different array of card sets. Before I talk about these sets I would like to give some info on a new card company. They go by the name of Press Pass, located in Dallas, Texas. Press Pass's philosophy is to develop new and innovative products that are licensed and non-licensed which are in easy reach of consumers worldwide.

Now onto the card sets for this month. The first set that I want to talk about is Press Pass's Tribe: The Intro card set. This set consists of a 90-card set which is divided into ten nine-card Superpanels that look like a normal comic. As always there are insert cards, two sets of five. The first five cards will be a prism foil set. The second set will be a new technology called Thermofoil. This process combines thermographic printing, foil stamping and U.V. coating. Press Pass has signed some of the most noted artists like Mark Texeira, Nelson, Jill Thompson, and Sam Kieth to ink the superpanels.

On the heels of Topps's popular WildC.A.T.s set comes another Image set covering the Maxx. This is a 90-card U.V. coated set with full-color fronts and backs. Autograph cards are randomly inserted in packs. There will be 4 super premium etched foil chase cards. A prototype from this set is to the left.

Dark Dominion Zero Issue set is the second installment by Defiant who brought you the Plasm Zero Issue set. This set will have 117 normal cards and an assortment of chase cards. The first of these is the level one set that consists of 8 foil cards. The chances of finding a foil card is one out of every 18 packs. There is a 9th foil card that is given with the album, which is the only way to get this 9th card. Next is the level two set which consists of four upcoming heroes from other Defiant titles. The chances of finding one of these is one out of every four boxes. The last set is level three, which is orginal Ditko art. There are only 10 level three cards, so the chances of finding one of these are practically nil. For those of you who have the Plasm set you now can get the very-limited No. 4 card from the Plasm level two set. This card was only to be inserted in the Plasm collector tins originally, but has been randomly inserted in Dark Dominion packs. The chances of finding one of these cards is one in every case.

The DC Bloodlines set should be out, or just being released, depending on the area you are in The set consists of 54 action cards: 18 New Blood cards, 7 Parasite cards, and 2 checklists make the last two cards. There is also a Superman Exchange card which can be exchanged for a special card of the one true Superman.

For those of you who like the superhero Ultraman, a set of cards were polybagged with the 3-part mini-series from Harvey comics. The set contained three cards per issue. The first was an Ultraman card, which you see to the left. Then came six monster cards from the new TV series. The last three were smaller versions of the covers without the logos. The backs of these three cards named the author of the story, the interior artist, and the cover artist. All three issues should be at your local comic shop now.

The X-Men are turning thirty so we are focusing on their cards this issue. The next two pages will detail all the X-Men cards from the earliest to the most recent. ▲

HEROIC TRADING CARDS

THE NO. 1 PRICE GUIDE FOR NON-SPORTS TRADING CARDS...

Deathbird and Bishop from the first and second sets.

Tip: Frequently, the price of a box ends up being less than buying packs and creating a set by filling in with individual cards.

All the prices listed are for cards in near mint to mint condition and are compiled from retailers around the nation. This month's focus is on X-Men cards. Enjoy!

READ THIS OR DIE: HOW TO USE HERO'S CARD PRICE GUIDE!

The first value listed represents a low price and the second value is the high price. This is the range of retail prices that these cards could be purchased for in the retail stores that participated in our survey. HERO Illustrated does not sell cards and this is not a listing for orders.

X-MEN COVERS 1

Comic Images-'90

90 Card Set	15.00	20.00
Commons	.25	.30

X-MEN COVERS 2

45 Card Set	12.00	18.00
Commons	.25	.40

X-MEN

comic Images-'91

90 Card Set	25.00	28.00

One of the special 30th Anniversary cards packed into the foil packs of X-Men II.

The Wizard X-Men card that was included with their X-Men special edition.

MARVEL UNIVERSE SERIES 1 TOY BIZ

Impel Marketing - '90

#8 (Cyclops)	3.00	4.00
#10 (Wolverine)	3.00	4.00
#21 (Archangel)	3.00	4.00
#22 (Iceman)	3.00	4.00
#24 (Storm)	3.00	4.00
#36 (Colossus)	3.00	4.00
#38 (Nightcrawler)	3.00	4.00
#55 (Juggernaut)	3.00	4.00
#63 (Magneto)	3.00	4.00

UNCANNY X-MEN TOY BIZ

Impel Marketing - '92

#1 (Beast)	3.00	4.00
#2 (Wolverine)	3.00	4.00
#3 (Havok)	3.00	4.00
#4 (Iceman)	3.00	4.00
#5 (Phoenix)	3.00	4.00
#6 (Nightcrawler)	3.00	4.00
#7 (Cannonball)	3.00	4.00
#8 (Wolfsbane)	3.00	4.00
#9 (Siryn)	3.00	4.00
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#17 (Cyclops)	3.00	4.00
#18 (Gambit)	4.00	5.00
#19 (Cable)	3.00	4.00
#20 (Archangel)	3.00	4.00
#21 (Banshee)	3.00	4.00
#22 (Shadowcat)	3.00	4.00
#23 (Kylun)	3.00	4.00
#24 (Jean Gray)	3.00	4.00
#25 (Colossus)	3.00	4.00
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#39 (Maverick)	3.00	4.00
#40 (Cerise)	3.00	4.00
#41 (Magneto)	3.00	4.00
#42 (Mr. Sinister)	3.00	4.00
#43 (Deadpool)	3.00	4.00
#44 (Proteus)	3.00	4.00
#45 (Mojo 2)	3.00	4.00
#46 (Juggernaut)	3.00	4.00
#47 (Sentinels)	3.00	4.00
#48 (Gideon)	3.00	4.00
#49 (Masque)	4.00	5.00
#50 (Shiva)	3.00	4.00
#51 (Apocalypse)	3.00	4.00
#52 (Sabretooth)	3.00	4.00
#53 (Mojo)	3.00	4.00
#54 (Caliban)	3.00	4.00
#55 (Gatecrasher)	3.00	4.00
#56 (Brood)	3.00	4.00
#57 (Blob)	3.00	4.00
#58 (Stryfe)	4.00	5.00
#59 (Warwolves)	3.00	4.00
#60 (Omega Red)	3.00	4.00
#61 (Black Tom)	3.00	4.00
#62 (Mystique)	3.00	4.00
#63 (Sauron)	3.00	4.00
#64 (Saturnyne)	3.00	4.00
#65 (Toad)	3.00	4.00
#66 (Shadow King)	3.00	4.00
#67 (White Queen)	3.00	4.00
#68 (Mastermind)	3.00	4.00
#69 (Deathbird)	3.00	4.00
#70 (Lady D. Strike)	3.00	4.00

Look for brand-new exclusive card sets packed into CARDS ILLUSTRATED every month. The first issue will offer 9-card sets of both *Shadowhawk* and *Sandman*. The

NEXT MONTH...

…RO brings in a whole new staff of non-sports experts to … you the best collection of info and pricing from the HERO … work of trading card retailers. Now you get a truly compre… …sive and accurate listing of values that compliments …RO's latest and most incredible publication to date.

Another great Crazy Card from a loyal HERO reader! Send yours in to be included in an upcoming section!

X-MEN 1

Impel - '92

100 Card Set	15.00	20.00
Hologram Set	20.00	25.00
Factory Tin Set	80.00	85.00

X-MEN 2

Skybox - '93

Complete Set	12.00	15.00
Hologram Set	28.00	30.00
Foil Cards Set	18.00	21.00
Wolverine 3-D Card	60.00	70.00

X-MEN 30th

Wizard Magazine

X-Men Ann. Card	1.00	1.50

Look for additional X-Men cards to be included in next month's guide, including sets from X-Men: The Animated Series.

hey card fans, want the latest on the best in cards???

Are you looking for the latest prices on all the non-sports cards and promos that are sitting in your collection at home? Do you want to know what the latest inside scoop is on the best new cards and sets months before they hit the market? Do you want to see the cards and the artwork before anyone else? Do you want a magazine that will give you all that and more?

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HEROIC TRADING CARDS

THE NO. 1 PRICE GUIDE FOR NON-SPORTS TRADING CARDS...

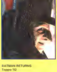
This price guide represents a current listing of some of the most sought-after card sets that have been profiled in the pages of HERO Illustrated.

BATMAN
Topps-'66

Set (55)	90.00	130.00
Series A (44)	60.00	100.00
Series B (44)	65.00	110.00

BATMAN THE MOVIE
Topps-'89

Ser 1 set (132)	10.00	10.00
Ser 1 stickers (22)	4.00	5.00
Ser 2 set (132)	8.00	10.00
Ser 2 stickers (22)	2.00	4.00
Set series 1	30.00	32.00
Set series 2	15.00	20.00



BATMAN RETURNS
Topps-'92

Set (88)	8.00	10.00
Stadium Club (10)	5.00	6.00

BATMAN RETURNS
Zellers-'92

Set (24)	10.00	12.00

BATMAN RIDDLER BACK
Topps-'66

Set (38)	150.00	180.00

BATMAN STADIUM CLUB
Topps-'92

Set (100)	10.00	18.00

BATMAN THE ANIMATED SERIES
Topps-'93

Set (100)	10.00	15.00
Cell/stickers (6) ea.	1.00	3.00

DC COMICS CARDS
DC Comics-'88-'90

Ser 1 set (48)	20.00	30.00
Ser 2 set (72)	40.00	50.00

DC COSMIC CARDS
Impel-'92

Set (180)	10.00	12.00

DCH1

C. Kent/L. Lane	3.00	6.00
DCH2 Darkseid	3.00	4.00
DCH3 Deathstroke	3.00	6.00
DCH4 Flash	3.00	6.00
DCH5 G. Lantern	4.00	6.00
DCH6 Hawkman	3.00	4.00
DCH7 Lobo	3.00	6.00
DCH8 Superman	3.00	6.00
DCH 9 W. Women	3.00	4.00
DCH 10 Waverider	3.00	4.00

DC COMICS HEROES
Sunbeam-'78

Set (30)	40.00	50.00

DC COMICS STICKERS
Topps-'78

Set (30)	50.00	65.00

DOOMSDAY:
DEATH OF SUPERMAN
Skybox-'92

Set (100)	35.00	45.00
Spectra card 1	15.00	25.00
Spectra card 2	15.00	25.00
Spectra card 3	15.00	25.00
Spectra card 4	15.00	25.00
Foil card 1	20.00	20.00
Foil card 2	20.00	20.00
Promo card	2.00	3.00
Black S card	20.00	25.00

DC COSMIC TEAMS
Skybox-'93

Set (150)	14.00	20.00
DCH11 Cpt Marvel	5.00	8.00
DCH12 Hawkman	5.00	8.00
DCH13 Lobo	5.00	8.00
DCH14 Spectre	5.00	8.00
DCH15 Superman	5.00	8.00
DCH16 Sw Thing	5.00	8.00

AMAZING SPIDER-MAN
30TH ANNIVERSARY
Skybox - '92

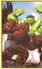
Special 5-card Set	10.00	15.00
Commons	2.00	2.00

MARVEL MASTERPIECES
Skybox - '92

Set (100)	45.00	50.00
Commons	.50	.75

Bonus Cards

1D Thing v. Hulk	12.00	15.00
2D Silver Surfer v. Thanos	12.00	15.00
3D Wolverine v. Sabertooth	12.00	20.00
4D Spidey v. Venom	15.00	25.00
5D Cap v. Red Skull	12.00	15.00



MARVEL UNIVERSE SERIES I
Impel Marketing - '90

Set (162)	35.00	75.00
Commons	.25	.25

Holograms

MH1 Spider-Man	8.00	15.00
MH2 Magneto	8.00	15.00
MH3 Silver Surfer	8.00	15.00
MH4 Wolverine	10.00	15.00
MH5 Spider-Man v. Green Goblin	8.00	15.00
Diamond Promo Set	30.00	30.00
Previews Sheet	25.00	25.00

MARVEL UNIVERSE SERIES I —
TOY BIZ
Impel Marketing - '90

Cyclops	1.25	3.00
0) Wolverine	1.25	3.00
1) Archangel	1.25	3.00
2) Iceman	1.25	3.00
Storm	1.25	3.00
Colossus	1.25	3.00
8) Nightcrawler	1.25	3.00
Juggernaut	1.25	3.00
3) Magneto	1.25	3.00
) Apocalypse	1.25	3.00

MARVEL UNIVERSE SERIES II
Impel Marketing - '91/2

S 162)	20.00	39.00
C mmons	.25	.25

H grams

H pider-Man	8.00	12.00
H Dr. Doom	8.00	12.00
H unisher	8.00	12.00
H F.F. v. Mole Men	8.00	12.00
H ulk	8.00	12.00
ctors Tin (162+ ograms)	100.00	100.00
I ond Set (Dealer)	15.00	15.00
P ews Uncut Sheet	2.00	2.00

Previews Uncut Sets	18.00	18.00

MARVEL UNIVERSE SERIES III
Impel Marketing - '92

Set (200)	20.00	39.00
Commons	.10	.15
Venom AC Hologram	5.00	5.00

Prototypes

#1 Spider-Man	2.50	2.50
#34 Invisible Woman	2.50	2.50
#37 Captain America	2.50	2.50
#125 Thanos	2.50	2.50
Previews uncut insert	7.50	7.50
Mini Press sheet	3.00	3.00

UNCANNY X-MEN
Impel Marketing - '92

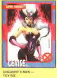
Set (100)	20.00	39.00
Commons	.25	.35

Holograms

XH1 Wolverine	7.00	10.00
XH2 Cable	7.00	7.00
XH3 Gambit	7.00	8.00
XH4 Magneto	7.00	7.00
XH5 X-Men	7.00	7.00
Advance Magneto	5.00	5.00

Promo Cards

#2 Wolverine	2.00	2.00
#14 Storm	2.00	2.00
#19 Cable	2.00	2.00
#41 Magneto	2.00	2.00
#171 X-Men	2.00	2.00



UNCANNY X-MEN —
TOY BIZ
Impel Marketing - '92

Set (100)

No price available at this time for the set.

Commons	3.00	3.00

X-CUTIONER'S SONG
Skybox - '92

Archangel	1.00	1.00
Apocalypse	1.00	1.00
Bishop & Wolverine	1.00	1.00
Caliban	1.00	1.00
Dark Riders	1.00	1.00
Jean Grey & Cyclops	1.00	1.00
M.L.F.	1.00	1.00
Mr. Sinister	1.00	1.00
Professor X	1.00	1.00
Stryfe	1.00	1.00

X-FORCE
Impel Marketing- '91

Set (5)	12.00	12.00
X1 Cable	4.00	4.00
X2 Shatter Star	2.00	2.00
X3 Deadpool	2.00	2.00
X4 Sunspot & Gideon	2.00	2.00
X5 X-Force	2.00	2.00

X-MEN II
Skybox - '93

Set (100)	20.00	30.00
Juggernaut Prototype	3.50	3.50

Holograms

H1 Cable	10.00	15.00
H2 Magneto	10.00	15.00
H3 Storm	10.00	15.00
H4 Wolverine	35.00	50.00

Gold Foil Cards

G1 Cable	3.50	5.00
G2 Cyclops	3.50	5.00
G3 Juggernaut	3.50	5.00
G4 Magneto	3.50	5.00
G5 Professor X	4.50	5.00
G6 Rogue	3.50	5.00
G7 Sentinals	3.50	5.00
G8 Storm	3.50	5.00
G9 Wolverine	3.50	5.00

Key:

Each listing has the following information:
Name of set
Manufacturer - year
Item (amount in set)
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High Retail Price

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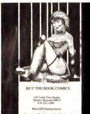
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Avengers West Coast™ #101
Signed by writer **Roy Thomas** *and inker* **Tim Dzon**.
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Avengers West Coast™ #100
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CIRCLE #126 ON READER SERVICE CARD

FOCUS ON:

VALIANT

During the hey-day of comics (the '40s and '50s) there were hundreds of comic book companies churning out all sorts of product. After the Fredric Wertham-inspired crash of the '50s many of these old mainstays fell by the wayside. As the comic market rolled into the 1970s, the two major publishers in the field were the (un-gracefully aging), dinosaur DC and the upstart punk Marvel — which was swiftly moving into the number one slot. Also, instead of dozens of different genres, the comic book scene in the U.S. was dominated by superheroes. While efforts in other genres (and publishers of other than long-underwear-wearing characters), did exist, these publishers and titles consisted of only a very small percentage of the market. In the mid '70s the Atlas/Seaboard line sprang up and (without benefit of a direct-sales market), arrived on the newsstands all but stillborn (although dozens of titles were published, none lasted longer than six issues).

One of Valiant's more popular creations: X-O MANOWAR

The next big push into the superhero marketplace was the twin thrust of First and Pacific Comics in the early '80s. Unfortunately, these companies also passed on into that publishing firm in the sky; not quite making it to the end of the decade. By the dawn of the '90s there were still Marvel (far and away the biggest kid on the block), DC (running a distant second), Archie (the perennial kid's comic company), and a handful of independents. Charlton, the last of the old timers, had just gone under for the third (or fifth) time, and all of its heroes packed up and trundled off to their new digs at DC.

After a couple of decades of two or three major, and several minor publishers, it seemed as if this is the way the American comic book scene would look well into the next century; then something strange happened. Jim Shooter was dismissed from Marvel Comics. In and of itself, this was a (seemingly) insignificant event (save for perhaps Shooter himself). So the VP and Editor-in-Chief of a comic book company is dissed, tossed, and spin-doctored out of corporate history, it certainly wasn't the first time this had happened (ask Carmine Infantino, who was dumped by DC in the early '70s). Only Jim Shooter wasn't interested in becoming just another footnote in the 2001 edition of Who Was Who In 20th Century Comics Industry.

He did what any self-respecting creative capitalist would do, he attempted to buy out Marvel. While this maneuver failed, he did manage to line up a group of capital investors who decided that if they couldn't buy a comic book company, they would build their own, and then set about to do just that. Given the success rate (or rather, the lack of success), of other publishing efforts this may not have been the greatest idea in the industry, but Jim Shooter had made a career of bucking the odds.

The initial offerings from Valiant (Voyager Communications' comic book imprint), weren't high-profile superheroes, but endeavored to cash in on a niche market, and Valiant lined up with Nintendo, and published titles based on the NES video games. These books included *Super Mario Brothers, Princess Zelda*, and *Game Boy*. (They also published a non-Nintendo comic magazine starring wrestler's from the World Wrestling Federation, entitled *WWF Superstars*.) While these books didn't set the world on fire, they did serve as a viable way to enter the market. According to VP Special Projects/Creative Director, Don Perlin, these books didn't catch on because the kids who were playing the games were buying magazines about how to play the games, while parents were buying their kids Archie and Disney comics.

Then, in the spring of '91, came the true dawn of the Valiant Age. Leading off the new superhero line came *Magnus Robot Fighter* (with original Russ Manning stories following shortly after in a limited-series reprint book, entitled *Vintage Magnus*), and *Solar, Man of the Atom*, a pair of characters revived from the old Gold Key publishing line. These revivals were quickly followed up by the introduction of a variety of new characters that included the futuristic samurai Rai, the immortal adventurer Gilad Anni-Padda, the Eternal Warrior; the team of super-powered teens called Harbinger; the evil pseudo-harbingers H.A.R.D. Corps; the sax-playing mystic, Shadowman; the buddy team of Archer and Armstrong (a teenaged Shao Lin priest and Gilad's brother); and Aric, a Visigoth barbarian from 408 A.D. transported to the 20th century and wearing a hi-tech, alien sentient suit of armor (X-O). These characters formed the core of the new Valiant universe.

What do a 14 [illegible] and a dead teen[illegible] in common?

[illegible]

After these initial nine titles had approximately a year to entice the imagination of the reading public, Jim Shooter re-invented the cross-continuity magnum opus with a company-wide crossover team-up entitled "Unity," where he demonstrated that "Time is not absolute." Through the ages of the Unity story line, Shooter not only combined the divergent histories, and reunified his line of heroes into a single universe, but brought another Gold Key character, Turok, into the fold. After the conclusion of the Unity story (and the departure of Shooter from Valiant), the second tier of Valiant titles were rolled out.

These titles included a revamped Rai now entitled *Rai and the Future Force*, with a new lead character as Rai, and co-starring a retooled Magnus — the original Rai died during Unity); *Bloodshot* (an enhanced human with computer-controlling nanites in his blood), *Secret Weapons* (an Avengers-like gathering of 20th century Valiant heroes); *Turok: Dinosaur Hunter* (Turok transported to the 20th century, chasing down the intelligent bionic-dinosaur legacy of Unity's Mothergod); and *Dr. Mirage* (a Dr. Strange-like mystic.)

Still, Valiant was more than simply revamped characters and concepts combined with new names and faces. It was Jim Shooter's attempt to re-invent comics and revive an industry that had become stagnant, entirely too self-referential, and replete with cronyism. Freed from the shackles of decades of continuity, and working with essentially a blank slate, Shooter lit a fire under the industry, and sent a wake-up call to the "Big Two." He initiated a number of programs that were aimed directly at the heart of the collector/investor market. These included "Zero" issues (back-stories that served as a prequel to the actual series); mail-in coupons, bound-in trading cards, and gold-foil covers.

These practices attracted the attention of the investor/collector, while his rich character-driven method of storytelling grabbed the imagination of the fans.

Early issues of the various titles were snapped up by fans and collectors alike and immediately skyrocketed in value. Still, the short history of Valiant is more than just tricky gimmicks designed to fuel the investor mentality. Valiant, even without Shooter, remains on the cutting edge of the industry, delivering first-class entertainment, combined with interesting and innovative bonuses.

As if to prove this "spirit of adventure," this summer Valiant has joined forces with Image to produce *Deathmate*, a six-issue limited series that not only teams up the various heroes from the two companies, but actually combines the twin universes for the length of the series (scuttlebutt has it that certain aspects of the combined story line will actually have a permanent effect on the Valiant characters). *Deathmate* was previewed in both *Previews* and *Advanced Comics* (the ordering catalogues of Diamond and Capital) with a pair of 8-paged inserts. Even the approach to *Deathmate* is novel. Instead of a numbered, chronological ordering to the six books, they are color-coded and (save for the pro- and postlogues), can be

ARCHER & ARMSTRONG
Valiant

0 Windsor Smith	6.00	12.00
0 Gold logo	70.00	125.00
1	5.00	11.00
2 Turok	6.50	16.00
3	3.00	5.00
4	3.75	6.00
5	3.00	5.00
6	3.50	5.00
7	3.00	4.00
8	3.00	8.00
9	2.00	3.50
10	2.25	3.00
11	1.75	2.00
12-15	2.50	2.50

BLOODSHOT
Valiant

1 Chromium cover	8.00	13.00
2	3.75	8.00
3	1.90	5.00
4	1.50	5.00
5	1.75	5.00
Rai and Eternal Warrior App		
[illegible]	5.00	8.00
[illegible]	2.50	4.00

ETERNAL WARRIOR
Valiant

1	12.00	20.00
1 Gold logo	75.00	85.00
1 Gold foil logo	95.00	130.00
2	6.00	11.00
3	3.50	7.00
4	9.95	20.00
5	10.00	17.00
6	3.50	7.00
7	3.00	5.50
8	3.00	8.00
9	2.50	4.00
10-11	2.00	3.00
12-14	2.25	2.25

MAGNUS ROBOT FIGHTER
Valiant

0 no cards	40.00	100.00
0 with cards	45.00	110.00
1	33.00	48.00
2	19.00	28.00
3	15.00	20.00
4	15.00	18.00
5 Rai App	27.00	38.00
6-8	12.00	14.00
9-11	7.00	10.00
12 Turok	70.00	85.00
13	5.00	8.00
14	5.00	9.00
15	2.25	6.00
16-20	3.00	5.00
21	3.75	10.00
21 Gold	40.00	85.00
22	2.25	5.00
23	2.00	3.50
24,26-28	1.75	2.25
25	2.00	3.00

RAI
Valiant

0	15.00	22.00
1	21.00	30.00
2	15.00	30.00
3	50.00	90.00
4	50.00	100.00

5	10.00	30.00
6	4.00	8.00
7	5.50	8.00
8	5.00	11.00

RAI & THE FUTURE FORCE

Valiant

9	2.00	3.00
9 Gold	35.00	40.00
10	1.75	2.50
11-12	2.25	2.25

SHADOWMAN

Valiant

1	26.00	35.00
2-3	14.00	20.00
4	5.00	7.00
5-7	5.00	7.00
8	8.00	17.00
1st App. Master Darque		
9	4.00	6.00
10	3.50	5.00
11	3.00	6.00
12	2.50	4.00
13-14	2.00	3.50
15	2.00	3.00
16	2.00	5.00
1st App. Ninjak		

TUROK, DINOSAUR HUNTER

Valiant

1 Chrome Cover	3.50	4.50
2-5	2.50	2.50

X-O MANOWAR

Valiant

0	5.00	5.00
1 Barry Smith	28.00	40.00
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3	15.00	22.00
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5	10.00	19.00
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7	4.00	8.00
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9-10	4.00	6.00
11,13	3.00	5.00
12	3.00	5.00
1st Randy Cartier		
14 Bart Sears	5.00	7.50
15 Bart Sears	2.00	7.00
15 Pink Logo	15.00	15.00
16-19	1.75	3.00
20	2.25	2.25
TPB	9.95	9.95

KEY:

TOP 10 VALIANT NEBISHES

Heros, shmeros! Villains, who cares? What the world needs are regular people. Nebishes. Those people that stand out in the background. The ones that are always in the TV pictures yelling, "Hi Mom!" These are people that are desperately trying for their 15 minutes of fame, only it's more like 27 seconds. Who cares...

DOODLES ①
He really hates his nickname, but sees it as a possible ticket to the big time on *Star Search*.

BOB AND LARRY ②
One's a guy. One's a girl. Both have men's names. Excitement!

MIKEY ③
He's the kid that ate that cereal all of the time and looks darn bad for it. Eat a burger, man.

CHILI ④
Parents named him after Mike the Model's girlfriend. Pretty cruel parents.

JOCKO ⑤
Proud of the fact that he can outdrink anybody under the age of 12.

SLAPPY ⑥
Always happy to show that his anti-perspirant is working.

REV. FLINCH BAXTER ⑦
Wanted in seven states for dressing up pets as household appliances.

GRETCHEN ⑧
Also seen in background and establishing shots on Baywatch. Va va va voom!

MANNY, MOE, AND JACK ⑨
Auto part specialists gone completely mad. Beware!

JASON GUNN ⑩
Wears a utility belt, drinks battery acid and cries on command.

Valiant—along with Image—proved that there is a market for super-heroic adventures outside the confines of Marvel and DC. After the introduction, and success of these two lines, a number of other growing independent publishers began to issue their own lines of cohesive superhero universes, including Malibu's *Ultraverse* and Dark Horse's *Comic's Greatest World*. Not to mention Defiant, Jim Shooter's attempt to prove, once and for all perhaps, that the third time is the charm. Even smaller independents like Lightning Comics has met with an unprecedented success for a small start-up publisher, with the introduction of their new line of superheroes.

Having started out at the bottom of the heap, Valiant has rightfully earned its place in the pantheon of heroes. The company has not only proved itself to its investors and fans alike, but has inspired a slew of imitators. Valiant is the little company that could, and has the potential to become a giant in the field. After all, who's to say that it couldn't happen? Who, in 1961, could have predicted that the "young" turks at Marvel would one day usurp industry leader DC, to become the largest publishing company in the world? So long as Valiant can keep its finger on the pulse of the fan market, it will continue to grow in size, increase in popularity, and could, perhaps, wind up as an industry leader itself one day. ▲

Robert J. Sodaro

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AUGUST 27-29	SAN DIEGO, CA	PLAZA CAMINO REAL
SEPTEMBER 3-5	LOS ANGELES, CA	DEL AMO FASHION CENTER
SEPTEMBER 10-12	SAN FRANCISCO, CA	MALL AT NORTHGATE
SEPTEMBER 17-19	CHICAGO, IL	WOODFIELD MALL
SEPTEMBER 24-26	MINNEAPOLIS, MN	MALL OF AMERICA
OCTOBER 1-3	DANBURY, CT	DANBURY FAIR MALL
OCTOBER 14-16	PARAMUS, NJ	GARDEN STATE PLAZA
OCTOBER 22-24	ATLANTA, GA	TOWN CENTER AT COBB
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If you have information that the prices contained within this price guide are not in line with what you have seen or purchased a comic for, please let us know.

If you wish to be included as a contributor to the price guide please contact Price Guide Editor Brian Weinberg at *Hero Illustrated* Price Guide, 1920 Highland Avenue, Suite 222, Lombard, IL 60148.

KEY
Title
Company
Issue #
Low Retail
High Retail
Hot Title

SAVAGE DRAGON		
Image		
1	6.00	10.00
2	4.00	6.00
3	1.50	4.00

Title: The name of the comic.

Fact-File Info: Who was the publisher, the art & writing team, cover price and current value.

Overview: Background on story line.

HERO "Potential" Rating - Is this good or what? ★ = Why? ★★★★★ = Yow! I'm burnin.'

HERO Pick - What does the HERO Research Staff think?

Dealer Pick - What are store owners saying?

MARVEL TEAM-UP #53

Publisher:	Marvel
Issue No.:	53
Writer:	Bill Mantlo
Artist:	John Byrne
Inker:	Frank Giacoia
Cover Price:	.30
Current Low Price:	10.00
Current High Price:	14.00

HERO TIP:

Overview: Another in the "Teams" series sees John Byrne's earliest handiwork on the X-Men.

HERO RATING: ★★

H.I. PICK

John Byrne's first X-Men work happened here, in a book that also sees the Incredible Hulk go up against the Wood-God and Spider-Man falling in a ghost town. Nothing spectacular here, but a nice book for Byrne fans.

DEALER PICK

"...Used to have some interest in this title, but it's disappeared a long time ago...The Byrne art is solid, but it's not as huge as it used to be...Solid interest from X-Men collectors - shows potential...There's very low interest in this stuff..."

HERO PRICE GUIDE

HOW TO ENTER THE HERO COMIC CONTESTS:

Throughout the HERO price guide you'll find some great contests that give you the opportunity to win some super prizes and classic comics from every Age.

Almost every page in this price guide has a contest to win way cool prizes, the trick is to send in your non-winning HERO GOLD CARD and we will enter you into all of the contests without a hitch! That's right! You do a whole lot of nothing and we'll give you the chance to win all sorts of nifty items! Each of the contests will have a few very difficult questions as well, that you can answer for a chance at a set of HERO Platinum Premiere Editions! Also the person that gets all the answers right for a single issue, and we mean all, will also get their name in lights in the next issue of HERO as Trivia King Extraordinaire!

As is the case with any HERO contest, send your contest entries (along with your name, address and phone number) to:

HERO CONTESTS
1920 Highland Avenue
Suite 250
Lombard, IL 60148

Remember that these contests are void where prohibited and that HERO and its staff or their immediate families are not eligible. Also, HERO is not responsible for weather, sunspots, nuclear war or other events which may prevent your entry from getting to us on time. Only one prize winner per contest unless otherwise noted. But you can enter as many times as you have non-winning HERO GOLD CARDS for, or you can enter the contests individually by sending the correct answers on a postcard. We'll even send out the comics in brand-spanking new Showcase Sealers so you can proudly display your winnings.

TITLE PUBLISHER NUMBER	LOW	HI

1963
Image

1 Mystery Inc	1.50	2.00
2 The Fury	1.50	2.00

ACTION COMICS
DC Comics

251	85.00	85.00
252	700.00	900.00
1st Supergirl		
253	135.00	135.00
254	125.00	125.00
255	86.00	86.00
256-261	55.00	55.00
262	42.00	42.00
263	60.00	60.00
264 266	42.00	42.00
267 LSH app	275.00	350.00
268-270	41.00	41.00
271-275	37.00	37.00
276 LSH	100.00	100.00
277-282	37.00	37.00
283,285 LSH	45.00	45.00
284 LSH	47.00	47.00
286 290	23.00	23.00
291-292	15.00	15.00
293	30.00	30.00
294 299	15.00	15.00
300	17.00	35.00
301-308	10.00	10.00
309	12.00	12.00
310 320	10.00	10.00
321-333	7.00	7.00
334	15.00	25.00
335 340	7.00	7.00
342-346	5.00	5.00
347	9.00	20.00
348 359	5.00	5.00
360	9.00	15.00
361-372	4.00	4.00
373	7.00	15.00
374 380	4.00	6.00
381-420 424	3.50	6.00
421-423	4.00	5.00
425	5.00	10.00
426-430	3.00	3.00
431-436	2.50	2.50
437	5.00	5.00
438-439	2.50	2.50
440-441	5.00	5.00
442	2.50	2.50
443	4.00	4.00
444-470	2.50	2.50
471 502	2.00	2.00
503-532	1.50	2.00
533-551	1.00	2.00
552 553	6.00	9.00
554	1.00	1.75
555-559	1.00	1.00
560	1.00	2.00
561 582	1.00	1.00
582	1.00	2.00
583 Alan Moore	6.50	10.00
584-585	1.00	2.00
586	1.50	2.00
587-592	1.00	1.50
593-597	1.50	2.00
598	1.50	3.50
599	1.50	2.00
600	5.00	6.50
601-642	1.00	2.00
643	2.00	2.00
644 648	1.50	2.00
649	2.00	2.00
650-658	1.50	2.00
659	2.00	3.00
660-673	1.50	2.00
674-675	2.00	3.00
676-677	1.50	2.00
678	1.75	2.00
679-682	1.50	2.00
683	[illegible]	[illegible]
Doomsday cameo		
683 2nd print	1.50	2.00
683 3rd print	1.00	1.50
684 Doomsday	[illegible]	6.00
685	1.95	5.00
Funeral for a Friend		
686	1.50	4.00
Funeral for a Friend		
687-691	1.50	1.50
Annual 1	5.00	5.00
Art Adams		
Annual 2 Perez	2.00	2.00
Annual 3	2.00	2.00
Annual 4	2.50	2.50

ADVENTURE COMICS
DC Comics

275	100.00	100.00
276-280	45.00	45.00
281	36.00	36.00
282 LSH	93.00	93.00
283	62.00	62.00
284	35.00	35.00
285	60.00	60.00
286	50.00	50.00
287-289	30.00	30.00
290 LSH	84.00	84.00
291-292	29.00	29.00
293	54.00	54.00
294	59.00	59.00
295-298	27.00	27.00
299	30.00	30.00
300	250.00	250.00
Legion series begins		
301	72.00	72.00
302-305	44.00	44.00
306-310	36.00	36.00
311-320	26.00	26.00
321	20.00	20.00
322-330	17.00	17.00
331-340	14.00	14.00
341	10.00	10.00
342-345	8.00	8.00
346	12.00	15.00
New Members		
347-351	8.00	8.00
352	7.00	7.00
353	13.00	13.00
354-360	7.00	7.00
361-370	6.00	6.00
371-380	5.00	5.00
LSH series ends in 380		
381-389	2.00	2.00
390	5.00	5.00
391-403	2.00	2.00
403	5.50	5.50
404-410	2.00	2.00
411	1.00	1.00
412	3.00	3.00
413-466	1.00	1.00
467-468	3.00	3.00
469-490	1.00	1.00

ADVENTURES OF CAPTAIN AMERICA
Marvel

1	4.00	6.00
2-4	4.00	5.00

ADVENTURES OF SUPERMAN
DC Comics

424	2.00	2.00
425	1.00	1.75
426-449	1.50	1.75
450-462	1.50	1.50
463	2.00	4.00
464 Lobo app	1.00	1.50
465-466	1.50	1.50
467	1.50	2.00
468-471	1.50	1.50
472-473	1.50	2.00
474-479	1.50	1.50
480	1.50	2.00
481-485	1.50	1.50
486-487	1.25	1.50
488-489	1.50	2.00
490-495	1.50	1.50
496	[illegible]	[illegible]
Doomsday cameo		
496 2nd print	1.25	2.00
497 Doomsday	[illegible]	[illegible]
497 2nd print	1.25	3.00
498 Funeral	2.50	7.00
498 2nd print	1.25	1.50
499 Funeral	1.25	3.00
500 Bagged	3.50	4.00
500 Newsstand	2.50	3.00
501-504	1.50	1.50
Annual 1	2.00	3.00
Annual 2	2.50	4.00
Annual 3	2.50	3.00
Annual 4	3.00	3.00

ADVENTURES OF THE FLY
Archie

1	300.00	450.00
Simon and Kirby		
2	170.00	250.00
Simon and Kirby		
3	100.00	150.00
4	70.00	100.00
5-10	50.00	60.00
11-13	25.00	40.00
14	45.00	60.00
15-20	25.00	35.00
21-30	22.00	30.00
31	25.00	35.00

ADVENTURES OF THE JAGUAR
Archie

1	95.00	150.00
2	48.00	75.00
3	48.00	75.00
4-6	32.00	50.00
7-15	22.00	50.00

AKIRA
Epic (Marvel)

1	10.00	15.00
1 2nd print	3.50	5.00
2	8.00	14.00
2 2nd print	3.50	5.00
3-5	6.00	8.00
6	4.00	8.00
7-36	4.00	5.00

ALIENS
Dark Horse

1 M. Nelson Art	25.00	33.00
1 2nd print	3.00	8.00
1 3-6 print	2.00	3.00
2	23.00	26.00
2 2nd print	3.00	5.00
3	10.00	13.00
4	6.00	8.00
5	5.50	7.00
6	4.50	6.00
3-6 2nd print	2.00	3.00
Mini comic 1	7.50	10.00
Volume 2		
1	4.95	10.00
1 2nd print	2.50	3.00
2-4	4.75	6.00
2 2nd print	2.00	3.00

ALIENS 3
Dark Horse

1	1.00	3.00
2-3	1.00	2.50

ALIENS VS. PREDATOR
Dark Horse

	12.00	15.00
1	8.00	15.00
1 d print	2.50	5.00
	6.00	7.00
1	5.00	6.00
nd print	2.50	3.00

ALIENS: COLONIAL MARINES
Dark Horse

1	1.95	3.00
	1.75	2.50
	2.00	2.50

ALIENS: EARTH WAR
Dark Horse

m Keith art	6.00	9.00
1 d print	2.50	3.00
	2.50	8.00
	2.50	5.00

ALIENS: GENOCIDE
Dark Horse

1	4.00	5.00
	3.50	5.00

ALIENS: HIVE
Dark Horse

	2.50	3.00

ALIENS: TRIBES
Dark Horse

	11.95	11.95

ALIENS/PREDATOR: DEADLIEST OF THE SPECIES
Dark Horse

1	2.50	2.50

ALL-STAR WESTERN
DC Comics

1	10.00	15.00
2-	4.00	8.00
9	6.50	10.00
1	42.00	60.00
ah Hex begins		
11	12.00	20.00

ALPHA FLIGHT
Marvel

1 hn Byrne	3.50	4.50
2-	2.00	3.00
12	2.00	3.50
13 Wolverine	4.50	12.00
14	1.50	2.00
17 Wolverine	5.50	7.00
18	1.50	2.00
n Byrne ends		
2	1.30	1.50

32	2.00	2.95
33-34	3.00	6.00
35-49	1.30	1.50
50	1.50	2.00
51 Jim Lee art	5.25	10.00
52-53 Jim Lee	5.00	6.00
54	1.30	1.50
55-62 Jim Lee	3.00	4.00
63 64	1.30	1.50
65-74	1.50	2.00
75	2.00	3.00
76-86	1.50	2.00
87-90 Wolverine	3.00	5.00
91-105	1.75	2.00
106	5.00	7.00
106 2nd print	1.95	2.00
107-109	1.75	2.00
110-122	1.75	1.75
Annual 1	1.75	2.00
Annual 2	1.25	1.25
Special V.2 1	2.50	2.50

AMAZING ADULT FANTASY
Marvel

7 Ditko begins	200.00	220.00
8	180.00	190.00
9-13	140.00	150.00
14	170.00	180.00

AMAZING ADVENTURES
Marvel

1 Kirby	14.00	20.00
2-4	4.00	6.00
5-8 Neal Adams	8.00	10.00
9-10	5.00	6.00
11 Beast solo	12.00	15.00
12-17 Beast	8.00	12.00
18	11.00	14.00
19-39	3.50	4.00

AMAZING FANTASY
Marvel

15	6700.00	8000.00
1st app. of Spider-Man		

AMAZING SPIDER-MAN
Marvel

1	6500.00	8000.00
FF app., 1st Chameleon		
2	1700.00	1800.00
1st Vulture		
3	950.00	970.00
1st Doctor Octopus		
4	700.00	725.00
1st Sandman		
5-6	625.00	650.00
7-8	420.00	450.00
9 1st Electro	450.00	480.00
10	400.00	420.00
11-12	240.00	260.00
13	310.00	330.00
1st Green Goblin		
14	860.00	900.00
Green Goblin		
15	265.00	280.00
16	185.00	200.00
Daredevil		
17	340.00	360.00
Green Goblin		
18,19	180.00	200.00
20	210.00	250.00
21	130.00	150.00
22	130.00	140.00
23	210.00	230.00
Green Goblin		
24	120.00	120.00
25	150.00	160.00
1st Mary Jane		
26	160.00	180.00
27	135.00	160.00
Green Goblin		
28	190.00	220.00
29	110.00	120.00
31-32	80.00	90.00
33	80.00	125.00
34-36	80.00	90.00
37	80.00	85.00

38	80.00	90.00
39 Goblin	100.00	125.00
40 Goblin	140.00	160.00
41	60.00	75.00
42	55.00	120.00
43-46	40.00	50.00
47	40.00	80.00
48	40.00	50.00
49	40.00	65.00
50	225.00	300.00
51	75.00	90.00
52-56	30.00	37.00
57-60	28.00	35.00
61-62	25.00	32.00
63	25.00	40.00
64	25.00	32.00
65	25.00	45.00
66-73	25.00	32.00
74	25.00	40.00
75-77	20.00	30.00
78	20.00	45.00
79-89	20.00	30.00
90	35.00	40.00
91-93	20.00	27.00
94	35.00	45.00
95	20.00	25.00
96-97 Goblin	50.00	60.00
98 Goblin	59.00	60.00
99	24.00	30.00
100	115.00	125.00
101	125.00	175.00
1st Morbius app		
101 2nd print	3.00	3.50
102 Morbius	85.00	135.00
103-104	15.00	20.00
105	20.00	20.00
106-112	15.00	20.00
113	15.00	23.00
114-118	15.00	20.00
119	24.00	28.00
120	24.00	28.00
121	80.00	90.00
Death of Gwen Stacy		
122	85.00	110.00
Death of Green Goblin		
123	16.00	18.00
124	18.00	22.00
1st App. Man-Wolf		
125	18.00	20.00
129	225.00	325.00
1st App. Punisher		
130-131	10.00	17.00
132	15.00	17.00
133	15.00	20.00
134 Punisher	21.00	35.00
135 Punisher	55.00	75.00
136	25.00	35.00

AMAZING SPIDERMAN #124

Publisher:	Marvel
Issue No.:	#124
Writer:	Gerry Conway
Artist:	Gil Kane
Inker:	Romita & Mortellero
Cover Price:	20¢
Current Low Price:	$18.00
Current High Price:	$22.00

Overview: First of a two-parter that introduces Man-Wolf into the Marvel mythos.

HERO TIP:

HERO RATING:
★★

H.I. PICK

The current horror revival by Dark Horse may breathe new life in the early efforts of Marvel to create a monster universe.

DEALER PICK

"Move in stock. Sells well at $23. Good investment due to 1st appearance...Seventies characters are coming back...The character was never developed fully. All Spider-Man books will continue to rise thru the years...Face it true believer, no demand...Man-Wolf was one of the silliest characters."

HERO PRICE GUIDE

HERO CONTEST #148

WIN ANIMAL MAN #1

How about a mint copy of this book? Huh? Does that tickle your fancy? For all Vertigo fans this is the place to be! We have a really cool copy of this book just waiting to go out to one lucky winner. All you have to do is send in your non-winning Hero Gold Cards to the address in the front of this section to be eligible for all of the Hero contests.
In the meantime, here are a few trivia questions to tide you through the dry times of your soul. Answer them if you dare.

1. What comic did Animal Man first appear in?

2. How did he get his arm back?

3. What is his favorite fish?

137	20.00	24.00
138-143	10.00	13.00
144	10.00	15.00
145	10.00	15.00
146	10.00	13.00
147	10.00	13.00
148	10.00	14.00
149-150	10.00	13.00
151-155	10.00	12.00
156	10.00	13.00
157-160	10.00	12.00
161 Punisher	12.00	17.00
162 Punisher	24.00	28.00
163-166	7.00	10.00
167	7.00	14.00
168-170	7.00	10.00
171	7.00	11.00
172-173	7.00	10.00
174-175	15.00	20.00
176-180	12.00	15.00
181	7.00	9.00
182-185	7.00	8.00
186	7.00	9.00
187	7.00	9.00
188	7.00	8.00
189	7.00	9.00
190	5.00	9.00
191-193	5.00	7.00
194	9.00	10.00
195-199	5.00	7.00
200	20.00	18.00
201-202	16.00	22.00
203-208	5.00	7.00
209	8.00	9.00
210-237	5.00	7.00
238	45.00	65.00
1st Hobgoblin app		
239	30.00	33.00
240	6.00	7.00
241	5.00	7.00
242-243	5.00	6.00
244	8.00	10.00
245	12.00	15.00
246	5.00	6.00
247	6.00	7.00
248	5.00	6.00
249-250	12.00	13.00
251	12.00	14.00
[illegible]	16.00	20.00
[illegible] new costume [illegible]		
253	7.00	9.00
254	6.00	7.00
255	4.00	6.00
256	6.00	8.00
257	8.00	10.00
258	13.00	15.00
259	15.00	16.00
260-261	10.00	11.00
262	7.00	8.00
263-264	4.00	5.00
265	8.00	15.00
265 2nd print	2.00	2.50
266-273	4.00	5.00
274	7.00	8.00
275	13.00	14.00
276	8.00	10.00
277	4.00	8.00
278	4.00	5.00
279	4.00	7.00
280	4.00	6.00
281	11.00	12.00
282	3.00	4.00
283	4.00	6.00
284 Punisher	8.00	10.00
285 Punisher	16.00	20.00
286	6.50	10.00
287	6.50	9.00
288	7.00	9.00
289	18.00	25.00
290-291	4.00	7.00
292	5.00	7.00
293	7.00	10.00
294	6.00	10.00
295	4.00	6.00
296-297	5.00	6.00
298	20.00	40.00
McFarlane story and art begins; 1st Venom without costume		
299	20.00	35.00
1st Venom with costume		
300	30.00	75.00
1st full Venom app		

301	12.00	20.00
302-303	10.00	18.00
304-305	10.00	16.00
306	9.00	18.00
307-308	7.50	18.00
309-311	7.00	18.00
312	13.00	20.00
313	7.00	17.00
314	7.00	15.00
315 Venom	12.00	[illegible]
316 Venom	10.00	[illegible]
317 Venom	10.00	[illegible]
318	7.00	10.00
319	8.00	10.00
320	6.00	10.00
321	7.00	8.00
322-323	6.00	8.00
324	8.00	17.00
Larsen art: Sabretooth		
325	6.00	12.00
326	4.50	5.00
327 Larsen	4.00	5.00
328	6.00	8.00
Last McFarlane: Hulk		
329	3.00	5.00
330-331	4.00	5.00
332 Venom	2.50	6.00
333 Venom	2.50	12.00
334-335	2.50	5.00
336	2.50	4.00
337	4.00	5.00
338	3.00	5.00
339	3.00	4.00
340-343	3.00	3.50
344	7.00	15.00
1st Cletus Kasady, later to be Carnage		
345	10.00	18.00
Cletus Kasady, Venom		
346-347 Venom	5.00	8.00
348	2.50	4.00
349	2.50	2.50
350	3.00	4.00
351-352	2.50	3.00
353	3.00	4.00
354	2.00	3.00
355-358	2.50	4.00
359	2.50	8.00
360	6.00	8.00
Carnage cameo		
361	8.00	18.00
1st full Carnage app		
361 2nd print	2.00	7.50
362	5.00	12.00
Venom and Carnage		
362 2nd print	1.50	6.00
363	6.00	10.00
Venom and Carnage		
364	1.50	2.00
365	4.00	10.00
Hologram cover		
366-374	1.50	2.00
374	1.50	1.50
375	2.75	6.00
Holo-grafx cover, Venom		

376-380	1.25	1.25
Annual 1	250.00	250.00
Annual 2	100.00	100.00
Annual 10-12	8.00	8.00
Annual 13-14	10.00	10.00
Annual 15	24.00	24.00
Annual 16-20	5.00	5.00
Annual 21	7.00	7.00
Annual 22	9.00	9.00
Annual 23	5.00	5.00
Annual 24	4.00	4.00
Annual 25	8.00	8.00
Annual 26	4.00	4.00
Chaos in Calgary	1.50	1.50
Double Trouble 1st print	3.00	3.00
Double Trouble 2nd print	2.00	2.00
1	70.00	80.00
Gold records reprint		
Hit and Run 1st print	3.00	3.00
Hit and Run 2nd print	2.00	2.00
King-Size 9	20.00	20.00
Skating on Thin Ice 1st print	5.00	5.00
Skating on Thin Ice 2nd print	2.00	2.00
Special 3	40.00	40.00
Special 4	38.00	38.00
Special 5	48.00	48.00
Special 6-7	20.00	20.00
Special 8	16.00	16.00
Trial of Venom	15.00	15.00

AMERICA'S BEST TV COMICS

ABC/Marvel

1	40.00	45.00
Spider-man & FF		

ANGEL AND THE APE

DC Comics

[illegible]	20.00	20.00
[illegible]6	11.00	11.00

ANIMAL MAN

DC Comics

1	15.00	25.00
Grant Morrison story, Bolland covers start		
2	10.00	13.00
[illegible]	6.00	7.00
4	6.00	7.00
[illegible]	4.00	13.00
[illegible]-8	4.00	5.00
[illegible]	4.00	4.00
10	4.00	7.00
11-2[illegible]	2.50	4.00
[illegible]-4[illegible]	2.00	4.00
50	4.00	4.00
51-6[illegible]	2.00	2.00

ANYTHING GOES

Fantagraphics

1	3.50	3.50
2-4	2.00	2.00
5	4.00	4.00
6	2.00	2.00

APPLESEED

Eclipse

Book I		
1	11.00	20.00
2-4	2.50	10.00
Book II		
1-5	2.50	2.50
Book III		
1-4	2.50	2.50
5	3.50	3.50
Book IV		
1-4	3.50	3.50

AQUAMAN

DC Comics

1st series		
1 Nick Cardy	285.00	285.00
2	120.00	120.00
3-5	85.00	85.00
6-10	55.00	55.00
11-20	38.00	38.00
21-33	25.00	25.00
33	40.00	40.00
34	25.00	25.00
35-40	25.00	25.00
41	10.00	10.00
42-47	10.00	10.00
48	16.00	16.00
49	10.00	10.00
50-52	22.00	22.00
Deadman by Neal Adams		
53-56	6.50	6.50
57-63	4.00	4.00
2nd series		
1	1.50	2.75
2-5	1.50	1.75
6-13	1.25	1.25
Special 1	2.00	2.00
Mini-series; 1986		
1	3.50	3.50
2	2.50	2.50
3	2.50	2.50
4	2.50	2.50

ARCADIA

Dark Horse

1 X	1.00	1.00
2 Pitt Bulls	1.00	1.00
3 Ghost	1.00	1.00
4 Monster	1.00	1.00

ARCHER & ARMSTRONG

Valiant

0 Windsor-Smith	6.00	12.00
0 Gold logo	70.00	125.00
1	5.00	11.00
2 Turok	6.50	18.00
3	3.00	5.00
4	3.75	6.00
5	3.00	5.00
6	3.50	5.00
7	3.00	4.00
8	3.00	8.00
9	2.00	3.50
10	2.25	3.00
11	1.75	2.00
12-15	2.50	2.50

ARMAGEDDON: 2001

DC Comics

1	4.50	4.50
1 2nd print	2.00	2.00
1 3rd print	2.00	2.00
2	2.50	2.50

ARMAGEDDON: ALIEN AGENDA

DC Comics

1-4	1.00	1.50

ARMAGEDDON: INFERNO

DC Comics

1-4	1.00	1.50

ASTONISHING TALES

Marvel

1	22.00	25.00
2	10.00	12.00
3-6	10.00	15.00
7-8	10.00	10.00
9	3.50	5.00
10	5.00	7.50
11	5.00	7.00
12 Neal Adams	6.50	10.00
13-24	3.00	5.00
25	60.00	95.00
1st Deathlok app.		
26	15.00	66.00
27-30	15.00	25.00
31	10.00	22.00
32	10.00	20.00
33	10.00	22.00
34-36	10.00	20.00

ASTRO BOY

Gold Key

1	200.00	200.00

ATOM AND THE HAWKMAN

DC Comics

39-45	15.00	15.00

ATOM, THE

DC Comics

1	540.00	700.00
2	185.00	185.00
3	125.00	125.00
4-5	75.00	75.00
6,8-10	65.00	65.00
7 Hawkman	150.00	150.00
11-15	44.00	44.00
16-20	30.00	30.00
21-28,30	21.00	21.00
29	80.00	80.00

ANIMAL MAN #1

HERO TIP:

Publisher:	DC
Issue No.:	#1
Writer:	Grant Morrison
Artist:	Chas Truog
Inker:	Doug Hazelwood
Cover Price:	$1.25
Current Low Price:	$15.00
Current High Price:	$25.00

Overview: Character from the sixties revamped in Morrison's famous surrealist style.

HERO RATING:

★★★

H.I. PICK

With the introduction of DC's Vertigo line, fans of non-typical comics should be tracking this book down. Everybody ordered low on this, thinking of the previous incarnation of the character, making the book hard to find.

DEALER PICK

"Great story and art! Not many people bought it originally so there is a demand for it...Has leveled off some but still has some potential...Since the formerly "mainstream" appeal of this hero has transcended into the Vertigo line, it's drawing a new level of interest. Better than average potential."

HERO PRICE GUIDE

LETTERS WE GET IN THE MAIL

So you think that you get a bunch of weird mail? You ain't seen nothing like the stuff we get here! we thought you might like to get a breakdown on all the different letters we get for Letter Art every month.

Letter Art Factoids:

Letters with no art on the envelopes - 19
Letters that had Batman as the letter art - 64
Letters that had Spawn as the letter art - 49
Letters that had Todd McFarlane himself as the letter art - 2
Letters that had the Maxx as the letter art - 17
Letters that had Bone as the letter art - 1
Letters that had females as the letter art - 19
Letters that had females with next to nothing on as the letter art - 11
Letters that had an Elvis stamp - 25
Letters that had no stamp at all - 12
Letters that had no letters inside - 140
Letters that we couldn't figure out what was the letter art - 6
Letters that featured characters that have never appeared in comics as the letter art - 19
Letters that featured foil enhancements - 3

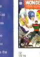
Tell us what other factoids you would like to see in future issues.

1st solo golden age Atom since the 40s		
31-35	20.00	20.00
36	30.00	30.00
Golden age Atom		
37-38	20.00	20.00

AVENGERS

Marvel

1	1200.00	1500.00
Origin and 1st app.		
2	350.00	500.00
3	241.00	350.00
Sub-Mariner		
4	595.00	750.00
1st app. of Capt. America since the 50s		
5	145.00	200.00
6	120.00	150.00
7-8	100.00	150.00
9	126.00	175.00
1st app. of Wonder Man		
10	105.00	150.00
11 Spider-Man	121.00	200.00



12	35.00	55.00
13-16	76.00	100.00
17	54.00	60.00
18	45.00	55.00
19	55.00	59.00
20	30.00	35.00
21	32.00	35.00
22	20.00	30.00
23	25.00	35.00
24-30	24.00	35.00
31	19.00	20.00
32	19.00	35.00
33-40	19.00	19.00
41-46	15.00	20.00
47	15.00	30.00
48	15.00	35.00
49-51	15.00	20.00
52	16.00	25.00
53 X-Men	17.00	35.00
54-56	15.00	20.00
57	38.00	40.00
1st app. of Vision		
58	40.00	41.00
59	14.00	30.00
60-65	14.00	20.00
66	16.00	20.00
67	15.00	20.00
68-70	9.00	20.00
71 Invaders	14.00	30.00
72-86	11.00	20.00
87	22.00	35.00
88-91	11.00	20.00
92	9.00	20.00
93	30.00	40.00
Neal Adams, Giant-size		
94-96 Adams	25.00	25.00
97	10.00	20.00
Golden age characters Vision, Blazing Skull, Fin and Angel 1st app. since G.A.		
98-99	20.00	23.00
100	35.00	41.00
101-106	6.00	10.00
107	10.00	11.00
108-109	6.00	10.00
110-111	15.00	16.00
112	10.00	11.00
113-115	5.50	10.00
116-118	5.50	15.00
119-124	5.50	10.00
125 Thanos	16.00	20.00
126-130	5.50	5.50
131-140	6.00	6.00
141-150	3.00	6.00
151-163	3.00	3.00
164-166	2.50	6.00
167-175	2.50	4.00
176	2.50	6.00
177-191	2.50	4.00
192-199	1.00	2.50
200	1.50	2.50
201-213	1.00	1.50
214	1.00	2.50
215-262	1.00	1.50
263	5.00	6.00
1st app. of X-Factor		
264-299	1.00	1.50
300-343	2.00	2.00
344-346	1.00	1.50
347	2.00	2.00
348-349	1.00	1.50
350	3.00	3.00
351-359	1.00	1.50
360	2.50	4.00
361-364	1.25	1.25
Annual 6	4.00	4.00
Annual 7	25.00	29.00
Annual 8	4.00	5.00
Annual 9	4.00	4.00
Annual 10	6.00	7.00
Annual 11-16	2.50	4.00
Annual 17	2.50	3.00
Annual 18	2.00	2.00
Annual 19-20	3.00	3.00
Annual 21	2.50	2.50
Special 1	36.00	36.00
Special 2	13.00	13.00
Special 3	15.00	15.00
Special 4-5	7.00	7.00

AVENGERS: JOHN STEED & EMMA PEEL

Gold Key

1	90.00	134.00

BATGIRL SPECIAL

DC Comics

1	5.00	5.00

BATMAN

DC Comics

100	990.00	960.00
101-104	225.00	225.00
105	300.00	300.00
106-109	225.00	225.00
110 Joker	230.00	230.00
111-120	170.00	170.00
121-122	100.00	100.00
123 Joker	125.00	125.00
124-125	100.00	100.00
126-127	125.00	125.00
128,130	100.00	100.00
129	150.00	150.00
Robin origin retold		
131-135	70.00	70.00
136 Joker	121.00	121.00
137-144	70.00	70.00
145 Joker	96.00	96.00
146-147	62.00	62.00
148 Joker	96.00	96.00
149-150	62.00	62.00
151	45.00	45.00
152 Joker	50.00	50.00
153-158	44.00	44.00
159,163	55.00	55.00
160-162	44.00	44.00
164-168	44.00	44.00
169 Penguin	75.00	75.00
171	275.00	295.00
1st contemporary Riddler		
172-175	27.00	27.00
176	40.00	40.00
177-178	27.00	27.00
179	69.00	69.00
180-181	27.00	27.00
182	33.00	33.00
183-184	27.00	27.00
185	29.00	29.00
186 Joker	19.00	19.00
187	30.00	30.00
188-189	15.00	15.00
190 Penguin	20.00	30.00
191-192	15.00	15.00
193	19.00	19.00
194-196	15.00	15.00
197 Catwoman	42.00	60.00
198	46.00	46.00
199	15.00	15.00
200 Joker	100.00	125.00
201 Joker	19.00	19.00
202	10.00	10.00
203	15.00	15.00
204-207	11.00	11.00
208	16.00	16.00
209-212	11.00	11.00
213	30.00	30.00
214-217	11.00	11.00
218	15.00	15.00
219,222	20.00	20.00
220	8.00	8.00
223-224	10.00	10.00
225-227,229	8.00	8.00
228	10.00	10.00
233	11.00	11.00
234	41.00	65.00
1st contemporary Two-Face, Neal Adams art		
235-236	7.00	7.00
237	21.00	21.00
238	10.00	10.00
239	8.00	8.00
240-242	9.00	9.00
243-245	15.00	15.00
246-250	7.00	7.00
251	30.00	30.00
Joker, Neal Adams		
252-253	7.00	7.00
254	8.00	8.00
255	15.00	15.00
256-259	9.00	9.00
260 Joker	20.00	20.00
261 Joker	9.00	9.00
262-290	5.00	5.00
291,294	8.00	8.00
292-293	5.00	5.00
295-299	5.00	5.00
300	8.00	8.00
301-320	5.00	5.00
321 Joker	8.00	8.00
322-330	5.00	5.00
331	8.00	8.00
332-352	5.00	5.00
353	8.00	8.00
354-356	5.00	5.00
357	7.50	7.50
1st app. of Jason Todd		
358	5.00	5.00
359	8.00	8.00
360-365	5.00	5.00
366	20.00	20.00
367	5.00	5.00
368	18.00	18.00
1st new Robin (Todd)		
369-370	4.00	4.00
371-373	3.00	3.00
374-381	2.00	3.00

Adventure Comics
SUPERBOY and the LEGION OF SUPER-HEROES
12¢
THIS HEARTLESS JUKEBOX MEANS BUSINESS BY FIGHTING IT, I'VE SACRIFICED POOR TRIPLICATE GIRL! I CAN'T LET HIM DESTROY LIGHTNING LAD - SO I'LL GIVE UP!
COMPUTO THE CONQUEROR!
THE ELECTRONIC ENEMY PROGRAMMED TO WIPE OUT SUPER-HEROES!

[illegible]	3.00	4.00
[illegible]	2.00	3.00
[illegible]	3.00	4.00
[illegible]	2.00	3.00
400	15.00	18.00
401-403	2.00	3.00
404 Year 1	9.95	12.00
405-407 Year 1	5.00	8.00
408-410	4.00	5.00
411-416	3.00	4.00
417 10 Nights	7.50	13.00
418 10 Nights	7.50	11.00
419 10 Nights	6.00	11.00
420 10 Nights	5.00	11.00
421-425	3.00	4.00
426	7.50	20.00
Death in the Family begins		
427	7.00	15.00
428	6.50	18.00
Robin dies		
429	5.00	6.00
Death in the Family ends		
430	3.00	5.00
431	2.00	3.00
[illegible]	3.00	4.00
[illegible]-435	2.00	4.00
[illegible]	2.00	4.00
1st Tim Drake		
[illegible] 2nd print	1.00	1.00
[illegible]	2.00	3.00
441	1.50	3.50
[illegible]	2.00	5.00
1st Tim Drake as Robin		
[illegible]	2.00	2.00
[illegible]	4.00	7.00
1st New Robin with costume		
[illegible] 2nd print	1.00	1.00
[illegible]	1.25	2.00
[illegible]	2.00	2.00
[illegible]	2.00	3.00
[illegible]	1.25	2.00
[illegible]	1.25	1.50
[illegible]	1.00	1.50
469-473	1.25	1.50
474	1.25	2.25
475-476	1.25	1.50
477	1.50	2.00
478-486	1.50	1.50
487	6.00	10.00
488	9.00	11.00
489	2.00	13.00
490	5.00	12.00
491	[illegible]	10.00
492	8.00	10.00
492 Platinum	[illegible]	[illegible]
493	5.00	8.00
494	2.50	6.00
495-496	2.50	3.50
497	[illegible]	7.50
Annual 1	250.00	250.00
Annual 2	110.00	110.00
Annual 3	115.00	115.00
Annual 4	50.00	50.00
Annual 5	45.00	45.00
Annual 6	40.00	40.00
Annual 7	35.00	35.00
Annual 8	4.00	4.00
Annual 9-12	3.00	3.00
Annual 13-15	2.00	2.00
Annual 16	2.50	2.50
Annual 15 2nd p.	2.00	2.00
Arkham Asylum Hardcover	17.00	30.00
Arkham Asylum TPB	15.00	15.00
Batman Returns	5.00	5.00
Batman Returns Deluxe	6.00	6.00
Birth of the Demon Graphic Novel	12.95	12.95
Catwoman Defiant	5.00	5.00
Digital Justice	25.00	25.00
Full Circle	6.00	6.00
Gotham by Gaslight	4.00	4.00
Holy Terror	5.00	5.00
Judge Dredd: Judgment on Gotham	7.00	8.00
2nd print	6.00	6.00
Master of the Future	6.00	6.00
Movie Special	4.00	4.00
Movie Special, Deluxe	5.00	5.00
Penguin Triumphant	5.00	5.00
Red Rain HC	40.00	50.00
Red Rain TPB	10.00	10.00
Seduction of the Gun	3.00	5.00
Son of the Demon HC	55.00	75.00
Son of the Demon TPB	14.00	14.00
Special 1	5.00	5.00

BATMAN ADVENTURES

DC Comics

1	2.00	4.00
2-6	1.50	3.00
7	1.50	2.50
7 Direct	10.00	10.00
Polybagged w/ card		
8-9	1.50	2.50
10-12	1.25	1.25

BATMAN: THE CULT

DC Comics

1	6.00	11.00
Berni Wrightson and Jim Starlin		
2	5.00	10.00
3-4	4.50	6.00

BATMAN: THE DARK KNIGHT RETURNS

DC Comics

1 Frank Miller	20.00	40.00
2	10.00	25.00
3	5.00	10.00
1-3	4.00	4.00
Other printings		
4	5.00	8.00
HC signed	60.00	250.00

BATMAN FAMILY

DC Comics

1	4.00	5.00
2-3	3.00	5.00
4-5	3.00	4.50
6	3.00	6.00
7	3.00	3.50
8	3.00	5.00
9	3.00	6.00
10	3.00	4.00
11-13	3.00	5.00
14	3.00	4.00
15-16	3.00	3.00
17	3.00	6.00
18-19	3.00	3.00
20	3.00	4.00

CAPTAIN ATOM #1

HERO TIP:

Publisher:	DC
Issue No.:	#1
Writer:	Cary Bates
Artist:	Pat Brodrick
Inker:	Bob Smith
Cover Price:	$1.00
Current Low Price:	$2.00
Current High Price:	$2.00

Overview: Charlton character revised into DC universe, along with Blue Beetle and the Question

HERO RATING:

★

H.I. PICK

Charlton acquisition for DC that didn't quite work. DC Universe just cleaned up their all-powerful characters via CRISIS, and we just didn't need another. Character done much better as Valiant's SOLAR.

DEALER PICK

"This one would have been better off left at Charlton. There's a good reason it didn't last. Investment potential is non-existent... Story not very good, very low potential...With cancelled comics there are no new comics on the rack, so people forget about them."

HERO PRICE GUIDE

HERO CONTEST #149

WIN CRISIS #8 SIGNED

That's right, we said signed. Not by one, but two artists, Jerry Ordway and George Perez! It's like getting two prizes in one. It also makes hundreds of Julianne fries and fits in any tacklebox. Plus, if you act now by sending a non-winning HERO GOLD card, we'll include these fabulous trivia questions.

1. Name all the main characters who die during Crisis.

2. How many have already returned to protect the ever-sacred copyright laws?

3. Who was the first actor to say the line, "I have a really bad feeling about this" in STAR WARS?

BATMAN: GOTHAM NIGHTS

DC Comics

1	1.75	2.00
2-4	1.50	1.50

BATMAN/GRENDEL

DC Comics

1	4.95	4.95

BATMAN: THE KILLING JOKE

DC Comics

1st print	13.00	18.00
2nd print	5.00	8.00
3rd print	5.00	5.00
4th & 5th	4.00	4.50
6th- 8th	3.00	4.00

BATMAN: LEGENDS OF THE DARK KNIGHT

DC Comics

1	3.00	5.00
4 diff. color covers		
2-3	1.50	3.00
4-9	2.00	3.00
10	1.50	3.00
11-14	2.00	4.00
15	2.00	3.50
16-17	2.00	5.00
18-19	2.00	4.00
20	2.00	3.00
21-49	1.50	2.00
50	3.95	3.95
51	1.75	1.75
Annual 1	5.00	5.00
Annual 2	3.50	3.50

BATMAN AND THE OUTSIDERS

DC Comics

1-32	1.00	1.50
Annual 1	1.00	1.00

BATMAN: RUN RIDDLER RUN

DC Comics

1-3	5.00	5.50

BATMAN: SHADOW OF THE BAT

DC Comics

1 Newsstand	2.00	2.50
1 Bagged	3.00	4.50
2-15	2.00	2.50
Annual 1	3.50	3.50

BATMAN: SWORD OF AZRAEL

DC Comics

[illegible]	15.00	25.00
[illegible]	12.00	18.00
[illegible]	10.00	15.00
[illegible]	8.00	15.00
Tpb	9.95	9.95

BATMAN: VENGEANCE OF BANE

DC Comics

[illegible]	16.00	30.00
1 2nd print	3.00	7.00

BATMAN VS. PREDATOR

DC Comics

1 Prestige	8.00	10.00
1 Newsstand	6.00	7.00
2 Prestige	6.00	6.50
2 Newsstand	4.00	5.00
3 Prestige	5.00	7.00
3 Newsstand	6.00	7.00

BEAUTY AND THE BEAST

Marvel

1-4	2.00	2.00

BEWARE THE CREEPER

DC Comics

1 Ditko	35.00	60.00
2-5	24.00	33.00
6	24.00	30.00

BLACK CONDOR

DC Comics

1-11	1.00	1.50

BLACK ORCHID

DC Comics

1	1.95	1.95
Limited Series		
1	4.50	6.00
Neil Gaiman and Dave McKean		
2 Batman app.	6.00	7.00
3	6.00	7.00

BLACK PANTHER

Marvel

1	7.00	8.00
2	3.00	6.00
3-10	3.00	4.00
11-15	3.00	3.50
1-4 Ltd. series	2.00	2.00

BLACK PANTHER: PANTHER'S PREY

Marvel

1-4	5.00	6.00

BLOOD AND GLORY

Marvel Comics

1-3	5.00	5.00
Punisher and Capt. America		

BLOODSHOT

Valiant

1	8.00	13.00
Chromium cover		
2	3.75	8.00
3	1.90	5.00
4	1.50	5.00
5	1.75	5.00
Rai and Eternal Warrior App.		
6	5.00	8.00
7	2.50	4.00

BLOODSTRIKE

Image

1	2.95	2.95
2	1.95	1.95

BLOOD SYNDICATE

DC (Milestone)

1 Bagged	2.95	3.50
1-5	1.50	2.00

BONE

Cartoon Books

1 1st print	25.00	35.00
1 2nd print	3.00	4.00
2-8	3.00	4.00

BOOKS OF MAGIC

DC Comics

1	6.00	15.00
2-4	6.00	10.00
3 Sandman	6.00	10.00

BRAVE AND THE BOLD

DC Comics

1	1100.00	1100.00
2	430.00	430.00
3	230.00	230.00
4	240.00	240.00
5	265.00	265.00
6-10	180.00	180.00
11-22	140.00	140.00
23	185.00	185.00
24	140.00	140.00
25	200.00	200.00
26-27	125.00	150.00
28	1800.00	2000.00
1st Justice League of America		
29-30 JLA	960.00	960.00
31	100.00	100.00
32-33	90.00	90.00
34	750.00	750.00
1st Hawkman		
35-36	220.00	220.00
Hawkman		
37	115.00	115.00
38-39	100.00	100.00
40	73.00	73.00
41	72.00	72.00
42 Hawkman	110.00	110.00
43 Hawkman	130.00	130.00
44 Hawkman	110.00	110.00
44-46	27.00	27.00
47	28.00	28.00
48-49	27.00	27.00
50	75.00	75.00
Team-up issues begin		
51	42.00	42.00
52	32.00	32.00
53	24.00	24.00
54	160.00	175.00
1st Teen Titans		
55-56	15.00	15.00
57	83.00	83.00
1st Metamorpho		
58	36.00	36.00
Metamorpho		
59-60	57.00	57.00
61-62	30.00	30.00
63	11.00	11.00
64	42.00	42.00
65	8.50	8.50
66	9.00	9.00
67	23.00	23.00
68	37.00	37.00
69-71	15.00	15.00
72-78	14.00	14.00
79	25.00	25.00
80-82	21.00	21.00
83	33.00	33.00
84	20.00	20.00
85-86	21.00	21.00
87-92	8.00	8.00
93	18.00	18.00
94	8.00	8.00
95-100	7.00	7.00
100	18.00	18.00
101	5.00	5.00
102	6.50	6.50
[illegible]	5.00	5.00
[illegible]	10.00	10.00
[illegible]	7.00	7.00
[illegible]	10.00	10.00
[illegible]	3.00	3.00
[illegible]	12.00	12.00
[illegible]	3.00	3.00
[illegible]	10.00	10.00
[illegible]	4.00	4.00
191	7.50	7.50
[illegible]	4.00	4.00
[illegible]	9.00	9.00

BRIGADE

Image Comics

1	3.00	7.00
[illegible]	35.00	45.00
2	3.50	6.00
[illegible]	1.95	3.50

BROTHER POWER THE GEEK

DC Comics

1	27.00	35.00
2	15.00	22.00

CABLE

Marvel

[illegible]	2.00	3.00
[illegible]	2.00	2.00

CABLE: BLOOD AND METAL

Marvel

[illegible]	2.00	3.00

CAGE

Marvel

1	1.50	2.50
[illegible]	1.00	1.50
[illegible]	1.25	1.25

CAPTAIN ACTION

DC Comics

1	30.00	40.00
[illegible]	20.00	25.00

CAPTAIN AMERICA

Marvel

100	200.00	260.00
101	50.00	70.00
102-108	35.00	40.00
109	45.00	50.00
110-111	50.00	60.00
Steranko		
112 Kirby	15.00	25.00
113 Steranko	50.00	60.00
114	18.00	25.00
115-116	10.00	18.00
117	20.00	30.00
1st App. Falcon		
[illegible]	10.00	20.00
[illegible]	8.00	10.00
[illegible]	5.00	6.00
153-156	5.00	8.00
157-171	5.00	5.00
172-175	8.00	10.00
176-179	5.00	7.00
180	5.00	8.00
181-190	2.00	5.00
191-200	2.00	4.00
201-240	2.00	3.00
241 Punisher	35.00	40.00
242-255	2.00	3.00
256	2.00	2.00
257 261	2.00	3.00
258-260	2.00	2.00
262 265	2.00	2.00
266-267	2.00	3.00
268-281	2.00	2.00
282	7.00	9.00
283	4.00	4.00
284-285	3.00	3.00
286-287	3.00	5.00
288	2.00	5.00
289-331	2.00	2.00
332	7.00	11.00
333	5.00	10.00
334	1.50	5.00
335-340	1.50	4.00
341-349	2.00	2.00
350	3.00	5.00
351-354	2.00	2.00
355-382	1.00	2.00
383	4.00	7.00
384-396	1.00	2.00
397-399	1.00	1.50
400	3.00	5.00
401-417	1.00	1.50
Annual 3-7	2.00	3.00
Annual 8	22.00	30.00
Annual 9	4.00	7.00
Annual 10	2.00	2.00
Annual 11	2.00	3.00
Special 1	10.00	20.00
Special 2	10.00	15.00
Movie Special	3.00	4.00

CAPTAIN ATOM

DC Comics

1-38	2.00	2.00
39-41	1.50	2.00
42-49	1.00	2.00
50	2.00	4.00
51-57	1.00	1.50

CAPTAIN MARVEL

Marvel

1	60.00	90.00
2	20.00	30.00
3-5	10.00	20.00
6-11	10.00	10.00
12-13	8.00	10.00
14 Iron Man	8.00	15.00
15-16	8.00	8.00
17 New costume	8.00	20.00
18-21	8.00	15.00
22-24	5.00	8.00
25	25.00	30.00
Starlin art and story begins		
26 Thanos	30.00	40.00
27 Thanos	20.00	30.00
28 Thanos	25.00	30.00
29-30 Thanos	10.00	15.00
31-32 Thanos	15.00	20.00
33 Thanos	25.00	35.00
34	5.00	8.00
35	1.00	3.00
36	4.00	8.00
37-56	1.00	3.00
57	5.00	9.00
58-62	1.00	3.00

CAT, THE

Marvel

1	8.00	12.00
2-4	6.00	9.00

CATWOMAN

DC Comics

1	1.95	1.95
Limited Series		
1	6.00	10.00
2	4.00	7.00
3-4	2.00	5.00

CEREBUS JAM

Aardvark-V

1	2.00	5.00

CEREBUS THE AARDVARK

Aardvark-V

1 Dave Sim	127.00	300.00
2	58.00	125.00
3	48.00	100.00
4	28.00	80.00
5-6	22.00	50.00
7-10	14.00	18.00
11-12	16.00	20.00
13-15	7.00	11.00
16-20	4.00	8.00
21 Scarce	33.00	37.00
22	10.00	14.00
23-30	3.00	7.00
31	5.00	9.00
32-40	2.00	6.00
41-50	2.00	5.00
51	10.00	14.00
52	2.00	5.00
53	3.00	7.00
54	5.00	9.00
55-56	3.00	7.00
57-60	2.00	5.00
61-62	2.00	6.00
63-69	2.00	5.00
69-75	1.50	4.50
76-79	1.70	4.70
80-167	1.25	4.25

CHALLENGERS OF THE UNKNOWN

DC Comics

1 Kirby/Stein	800.00	1000.00
2	459.00	462.00
3	368.00	372.00
4-8Kirby/Wood	319.00	322.00
9-10	158.00	162.00
11-15	98.00	102.00
16-22	78.00	82.00
23-30	38.00	42.00
31	33.00	37.00
32-40	18.00	22.00
41-60	9.00	13.00

CRISIS #8

HERO TIP:

Publisher:	DC
Issue No.:	#8
Writer:	Marv Wolfman
Artist:	Geroge Perez
Color:	Jerry Ordway
Cover Price:	75¢
Current Low Price:	$7.50
Current High Price:	$10.00

Overview: The Barry Allen Flash sacrifices himself to save the universe. In today's news, Barry Allen is still dead.

HERO RATING:

★★★

H.I. PICK

Another in a series of comics in which a major hero "dies." This book was once in high demand, but that has definately tapered off. Now that Flash is back (sort of) this book has some potential to move in price and demand.

DEALER PICK

"Nice art. Lame way for a hero to die. Still fairly popular...Great book, one of the few heroes to remain dead. However, how many kids remember Crisis? There should have been a trade book...The whole story was so convoluted that the entire series was unreadable."

HERO CONTEST #150

WIN DETECTIVE #576

Get out your pointed ears, look [illegible] old fakey [illegible] and get ready to win a comic that will complete [illegible] in your McFarlane collection. That's right, I said, take out Detective #576 out of its mylar and read the first few pages. Confused? That's because it's part two of four. Here's your chance to find out how the whole story goes. Just send in a [illegible] HERO GOLD card and you can be a winner. But first a few trivia questions:

1. [illegible] who was [illegible] the silver screen?

2. [illegible] Bats the [illegible] chest?

3. What are the lyrics to the Batman TV show?

61-73	2.00	6.00
74	9.00	13.00
75-77	2.00	6.00
78-87	1.00	5.00

CHALLENGERS OF THE UNKNOWN

DC Comics

1 Ltd. Series	1.50	4.50
2-3	0.75	3.75
4-5	1.00	4.75
6-8	1.00	3.75

CHAMPIONS, THE

Marvel

1	18.00	20.00
2-10	7.00	11.00
11-15, 17 Byrne	10.00	14.00
16	9.00	9.00

CLIVE BARKER'S BOOK OF THE DAMNED

Epic (Marvel)

1	5.00	5.00

CLIVE BARKER'S HELLRAISER

Epic (Marvel)

1	5.00	9.00
2-4	3.00	7.00
5-9	4.00	8.00
10	5.50	5.50
11	5.50	5.50
12	4.00	8.00
13	4.00	8.00
14-18	5.00	5.00

CLIVE BARKER'S NIGHTBREED

Epic (Marvel)

1	3.00	7.50
2	3.00	3.00
3-24	2.50	2.50

CONAN THE BARBARIAN

Marvel

1 BW-Smith	140.00	225.00
2	58.00	60.00
3	110.00	150.00
4-5	50.00	50.00
6-7	33.00	35.00
8-9	32.00	35.00
10	40.00	45.00
11	30.00	45.00
12-13	24.00	30.00
14-15 Elric	38.00	40.00
16	20.00	30.00
17-18	9.00	18.00
19-20	18.00	20.00
21-22	17.00	18.00
23	18.00	25.00
1st Red Sonja		
24	18.00	24.00
25	10.00	12.00
26-30	5.00	8.00
31-36	3.00	6.00
37	7.00	12.00
38-40	3.00	5.00
41-57	2.00	3.00
58	3.50	4.00
59	2.00	4.00
60	2.00	2.00
61-99	1.00	1.00
100	3.00	3.00
101-249	1.00	1.00
250	1.50	1.50
251-252	1.00	1.00
253-272	1.25	1.25
Annual 2	2.25	4.00
Annual 3	2.00	2.00
Annual 4-6	1.50	1.50
Annual 7-12	1.25	1.25
King Size 1	8.00	9.00
Movie Special 1	4.00	4.00

CONCRETE

Dark Horse

1	7.50	10.00
2	3.75	7.00
3	3.00	5.00
4-10	1.25	2.50
New Life 1	2.00	4.00
Land & Sea 1	3.00	4.00
Color Special 1	3.75	4.00
Odd Jobs 1	3.00	4.00
Earth Day 1	3.50	4.00

CONCRETE: FRAGILE CREATURE

Dark Horse

1-4	2.50	4.00

CREEPSVILLE

Go Go Comics

1 Dorman cover	2.00	4.00
2 Nelson cover	2.50	4.00
3 Butler cover	1.00	2.50
4 Medina cover	1.00	2.50
5 Kurtz cover	1.00	2.50

CREEPY

Warren

1 Frazetta	30.00	30.00
2	15.00	15.00
3-13	9.00	9.00
14 Neal Adams	11.00	11.00
15-25	7.50	7.50
26-31	6.00	6.00
32 Ellison story	10.00	10.00
33-47	6.00	6.00
48	7.50	7.50
49-54	5.00	5.00
55	7.50	7.50
56-64	5.00	5.00
65	7.50	7.50
66-100	4.50	4.50
101-140	4.00	4.00
141-145	4.00	6.00
146	6.50	6.50
Annual1	7.50	7.50

CRISIS ON INFINITE EARTHS

DC Comics

1	5.00	5.00
2-6	3.50	3.50
7	6.00	6.00
Death of Supergirl		
8 Death of Flash	7.50	10.00
9-11	2.50	2.50
12	6.00	6.00

CROW, THE

Caliber

1	25.00	40.00

	12.00	20.00
	15.00	25.00
nd Print	2.00	20.00
d Print	2.00	2.00
	12.00	12.00

CRY FOR DAWN

Cry for Dawn Pub.

1	35.00	40.00
1 2nd print	2.25	3.00
2	15.00	20.00
2 2nd print	2.25	3.00
3	8.00	10.00
4-9	2.50	3.00

CYBERFORCE

Image

1 [illegible]	7.00	12.00
2	2.25	5.00

DAREDEVIL

Marvel

1	1050.00	1300.00
2	300.00	325.00
3	220.00	225.00
4	135.00	200.00
5	140.00	200.00
6	90.00	200.00
7New Costume	115.00	250.00
8 11	70.00	90.00
9	85.00	90.00
12	50.00	90.00
11 13-15	50.00	70.00
16-17	65.00	90.00
18	30.00	45.00
19-20	45.00	45.00
21-26	25.00	30.00
27	25.00	40.00
28-30	20.00	25.00
31-40	20.00	21.00
41-42	18.00	20.00
43	16.00	30.00
44-49	16.00	16.00
50 2	15.00	20.00
51	20.00	30.00

	8.00	10.00
	8.00	9.00
	8.00	12.00
76 80	8.00	8.00
	8.00	8.00
10	15.00	20.00
101 102	7.00	7.00
10	7.00	10.00
104 106	7.00	7.00
	10.00	12.50
	7.50	7.50
113	7.00	7.00
	10.00	10.00
120	7.00	7.00
30	4.00	4.00
	15.00	22.00
	4.00	5.00
37	4.00	4.00
	10.00	10.00
145	4.00	4.00
	4.00	8.00
57	4.00	4.00
rank Miller	35.00	40.00

159	15.00	17.50
160-161	7.50	15.00
162	3.00	4.00
163-164	6.00	10.00
165-167	6.00	10.00
168 1st Elektra	19.00	25.00
169	7.00	8.00
170-175	5.00	8.00
176-180	3.00	6.00
181	8.00	10.00
182-184	8.00	10.00
185-191	2.50	5.00
192-195	2.00	2.00
196	6.00	8.00
197-210	2.00	2.00
211-218	1.00	1.00
219	1.00	5.00
220-225	1.00	1.00
226	2.00	2.00
227	3.50	5.00
228-233	2.00	5.00
234-237	1.00	1.00
238	5.00	6.00
239-240	1.00	1.00
241	1.00	4.00
242-247	1.00	1.00
248-249	7.00	8.00
250-251	1.00	1.00
252	3.50	3.50
253	1.00	1.00
254	10.00	14.00
255	6.50	6.50
256	5.00	5.00
257	15.00	20.00
258	1.00	5.00
259	3.00	5.00
260	3.00	5.00
261-271	1.00	1.00
272-273	1.00	3.00
274-291	1.00	1.00
292,293,295	1.00	2.50
294-299	1.00	1.00
300	3.50	3.50
301-319	1.25	1.25
Annual 4	2.50	2.50
Annual 5	5.00	5.00
Annual 6-7	2.00	2.00
Annual 8	2.25	2.25
Special 1	27.50	27.50
Special 2-3	9.00	9.00

DARK HORSE COMICS

Dark Horse

1-6, 9	3.00	3.00
7	3.00	3.00
1st Tales of the Jedi		
8 1st App. X	3.00	7.00
9-11	2.50	2.50

DARK HORSE PRESENTS

Dark Horse

1	12.00	10.00
1st App. Concrete		
1 2nd Print	3.50	3.50
1 3rd Print	2.50	2.50
2	7.00	7.00
3	6.00	6.00
4-5	4.50	4.50
6-10	3.00	3.00
11-19	2.50	2.50
20	3.00	3.00
21-23	2.50	2.50
24 Origin Aliens	25.00	35.00
25-31	3.00	3.00
32	4.00	4.00
33	3.00	3.00
34	6.00	7.00
35	5.00	15.00
36	5.00	14.00
36	5.00	12.00
37-39	2.00	2.00
40	3.00	3.00
41	2.00	2.00
42-43	5.00	5.00
44-45	2.00	2.00
46	4.50	4.50
47	2.00	2.00
48-50	2.50	2.50
51-53	3.00	3.00
54	4.00	11.00
55	4.00	4.00

56	4.00	4.25
57	3.50	4.25
58-66	2.50	2.50
67	4.50	4.50
68-74	2.25	2.25
Special 1	5.00	6.00

DARK HORSE PRESENTS: ALIENS

Dark Horse

1	6.00	24.00
1 Platinum	15.00	40.00

DARK SHADOWS

Gold Key

1 with poster	60.00	75.00

2	55.00	70.00
3 with poster	75.00	100.00
3 no poster	47.00	47.00
4-6	53.00	65.00
7	51.00	65.00
8-10	32.00	45.00
11-16	28.00	35.00
17-20	25.00	35.00
21-35	20.00	25.00

DARKER IMAGE

Image

1	1.75	3.00
Liefeld, Lee and Keith		
1	35.00	65.00
Silver foil logo, B&W cover and insides		
1 Gold	40.00	40.00

DARKHAWK

Marvel

1	10.00	17.00
2-3	6.00	10.00
4	5.00	8.00
5	5.00	7.00
6	6.00	6.00
7-8	3.00	5.00
9 Punisher	3.00	6.00
10-12	2.00	3.00
13-14	3.00	5.00
15-19	1.50	2.00
20-23	1.00	1.25
24,26	1.25	1.50
25	1.25	1.50
27-32	1.25	1.50
Annual 1	3.00	3.00
Annual 2	3.00	3.00

DETECTIVE #575

HERO TIP:

Publisher:	DC
Issue No.:	#575
Writer:	Mike Barr
Artist:	Alan Davis
Inker:	Paul Neary
Cover Price:	75¢
Current Low Price:	$10.00
Current High Price:	$15.00

Overview: Batman: Year Two begins as DC plays with mini-series within a series. Davis' final issue on the book.

HERO RATING: ★★

H.I. PICK

The first of a four issue mini-series. Todd McFarlane took up reign with #576, but the new breed of McFarlane collectors have a tendency to bag first, read later(if ever), so the fact that this is part one makes little difference.

DEALER PICK

"Batman Year Two's story wasn't as good as Year One, and I liked the art less. But mainstream fans still love this story, though they won't pay for it...Great reader, beginning of Year Two, good potential. Knightfall series seems to show that customers enjoy "Darker Batman."

HERO PRICE GUIDE

HERO CONTEST #151

WIN DOOM PATROL #19

They're creepy and they're cooky, mysterious and spooky, they're altogether ooky, the DOOM PATROL family. Welcome, weirdos and weirdettes, to the contest where you can win one of the strangest titles of all. Just send in your non-winning HERO GOLD card along with your pocket lint, and you'll be eligible to win this bizarre book.

1. In which comic did Grant Morrison break out in comics?

2. In which album did Jim Morrison break out in music?

3. In which country did Jim Jones hold his infamous Kool-Aid party?

DARKHOLD

Marvel

1	2.50	3.00
2-7	1.50	1.50

DARKSTARS, THE

DC Comics

1	3.50	6.00
2-3	2.00	4.00
4	1.75	3.00
5-7	1.75	2.00
8-10	1.75	1.75

DAZZLER, THE

Marvel

1-2	3.00	3.00
3-42	1.00	1.00

DC COMICS PRESENTS

DC Comics

1-12	1.00	1.00
13	2.50	2.50
14-25	1.00	1.00
26	1.00	10.00
1st App. New Teen Titans		
27	1.00	6.00
28-40	1.00	1.00
41	3.00	3.00
42-71	1.00	1.00
72	3.00	3.00
73-76	1.00	1.00
77-78	4.50	4.50
79-84	1.00	1.00
85	3.00	3.00
86-97	1.00	1.00

DC SPECIAL

DC Comics

1	9.00	9.00
2-7	5.00	5.00
8	5.00	15.00
9-17	5.00	5.00
18-29	4.00	4.00

DC SPECIAL SERIES

DC Comics

1	4.00	6.00
2-20	3.00	4.00
21 Miller	14.00	14.00
22-24	3.00	3.00
25-26	4.00	7.00
27	5.50	9.00

DC UNIVERSE: TRINITY

DC Comics

1	2.95	2.95

DEADLY FOES OF SPIDERMAN

Marvel

1	2.25	10.00
2-4	2.50	5.00

DEATH: THE HIGH COST OF LIVING

DC Comics

1	4.00	5.00
1 Platinum	25.00	100.00
2	2.95	5.00
3	2.95	3.50

DEATH'S HEAD

Marvel

1	5.95	7.00
2	5.50	8.00
3-4	5.00	5.50
5-8	4.00	5.50
9-10	2.25	3.50

DEATH'S HEAD II

Marvel

1 Regular Series	1.50	1.75
2	1.35	1.75
3	1.35	1.65
4	1.25	1.80
5-8	1.50	2.00
9-10	1.95	1.95
Limited Series		
1	8.00	10.00
2	5.75	8.00
3-4	3.00	5.00

DEATHLOK

Marvel

1	2.25	4.00
2-5	2.00	3.00
6-7	1.25	2.50
8	1.25	2.00
9-10	1.00	2.00
11-24	2.00	2.00
25-27	1.75	1.75
Annual1	3.00	3.00
Limited Series		
1	5.00	9.00
2-4	4.00	6.00

DEATHSTROKE: THE TERMINATOR

DC Comics

1	4.95	8.00
1 2nd Print	2.00	9.25
2	2.95	5.00
3	2.00	2.95
4	2.75	3.50
5	2.60	3.50
6	1.50	2.00
7-21	1.25	2.00
22-26	1.75	1.75
Annual1	3.00	3.75

DEFENDERS

Marvel

1	45.00	60.00
2	20.00	30.00
3-5	12.00	20.00
6	10.00	15.00
7	12.00	15.00
8-9	10.00	15.00
10	16.00	25.00
11-14	8.50	9.00
15-16	8.00	13.00
17-20	6.50	7.00
21-25	5.25	6.00
26-29	10.00	11.50
30-53	4.25	5.00
54-60	3.00	4.25
61-76	2.50	3.75
76-95	2.00	2.50
96	3.50	5.00
97-149	2.00	2.25
150	2.50	4.00
151	2.00	2.25
152	2.75	3.50
Annual 1	4.00	5.00

DEMON, THE

DC Comics

1 Kirby	4.95	17.50
2-6	2.25	9.00
7-12	6.00	12.00
13-16	2.00	6.00
2nd Series		
1	1.00	2.00
2-18	0.75	1.50
19-26	2.50	3.00
27-34	1.75	2.00
35-37	1.75	1.75
Annual 1	2.00	3.50
Limited Series		
1-4 Wagner	2.00	4.00

DESTROYER DUCK

Eclipse

1 1st app. Groo	3.50	8.00
2-7	1.00	1.50

DETECTIVE COMICS

DC Comics

225	2400.00	2500.00
1st App. Martian Manhunter		
226	500.00	550.00
227-229	250.00	300.00
230	300.00	350.00
1st App. Mad Hatter		
231-232	130.00	190.00
233	700.00	750.00
234	130.00	190.00
235	290.00	340.00
236	180.00	215.00
237-240	130.00	190.00
241-260	115.00	145.00
261	100.00	116.00
262-264	100.00	116.00
265	145.00	180.00
267	100.00	120.00
266,268-271	100.00	116.00
272	65.00	83.00
273	73.00	90.00
274-280	69.00	77.00
281	59.00	63.50
282-297	59.00	63.50
298	86.00	92.75
299-300	35.00	37.25
301	38.75	41.00
302-326	30.00	32.00
327	30.00	37.00
328	52.50	58.00
329-330	30.00	32.00
331	21.50	23.60
332	25.00	27.40
333-340	21.50	23.60
341	25.00	27.40

342-358	21.50	23.60
359	25.30	28.00
360-364	21.50	23.60
365	25.00	27.40
366-368	21.50	23.60
369	30.00	33.20
370	21.50	23.60
371	15.20	18.60
372-386	11.00	13.40
387	29.00	30.00
38	15.20	18.50
38 390	11.00	13.40
39 394	8.00	9.65
39	14.50	16.00
39	8.00	9.65
39	14.50	16.00
39 399	8.00	9.65
40	22.00	29.00
1st App. Man-Bat, Neal Adams		
401	8.75	10.00
402 404	14.30	16.50
403 405-406	8.75	10.00
407	14.30	16.50
408	14.30	16.50
40	8.75	10.00
41	15.20	16.30
411 420	9.00	9.65
421 436	7.90	8.85
43	11.50	12.35
43 445	9.70	10.15
44 460	6.80	7.15
461 465	5.00	5.50
46 468	10.90	12.30
46 470	5.00	5.50
471 474	10.90	12.30
475 476	20.00	22.00
47	15.00	16.00
478 479	10.00	12.00
48	6.00	7.00
48	9.00	10.00
48 483	6.50	8.00
484 499	4.00	4.50
50	6.00	8.00
50 503	3.50	5.00
50 508	5.00	7.00
50 523	4.00	5.00
52	5.00	6.25
52	3.50	5.00
52	10.00	12.00
5 th App. Batman		
527-531	2.50	3.00
53	5.00	6.00
53 534	2.50	3.00
5	5.00	6.00
536-564	3.00	4.00
565-568	2.40	3.00
569-570	5.00	6.00
571	2.40	3.00
572	3.25	4.00
573	2.40	3.00
574	5.00	5.25
575 Year 2	10.00	15.00
576-578	10.00	12.00
McFarlane art		
579-597	1.50	2.00
598	4.50	6.75
599	4.00	4.25
600	3.00	5.00
601-605	1.50	2.00
606-610	1.50	1.75
611-626	1.25	1.50
627	2.00	3.75
628-655	1.25	1.50
656	1.75	6.00
657	4.00	[illegible]
658	[illegible]	[illegible]
659	[illegible]	[illegible]
660	[illegible]	[illegible]
661	[illegible]	[illegible]
662-666	1.25	1.25
Annual 1	5.00	5.50
Annual 2	4.00	4.25
Annual 3-4	1.75	2.40
Annual 5	2.50	3.00

THE DOOM PATROL
THE WORLD'S STRANGEST HEROES!
THE DAY THE WORLD WENT MAD!

DOCTOR SOLAR, MAN OF THE ATOM

Gold Key

1	140.00	225.00
2	65.00	75.00
3-5	16.00	48.00
6-10	27.00	33.00
11-14	27.00	30.00
15	28.00	36.00
16-20	27.00	30.00
21-27	15.00	20.00
28-31	5.50	7.00

DOCTOR STRANGE

Marvel

169	78.00	80.00
170-176	31.00	33.00
177-183	27.00	28.00
2nd series		
1	25.00	28.00
2	15.00	20.00
3-5	7.00	8.00
6-10	4.50	5.50
11-20	4.00	4.50
21-26	3.00	3.50
27-77	1.00	1.50
78	2.00	2.50
79-81	1.00	1.50
Annual 1	3.50	4.00

DOCTOR STRANGE, SORCERER SUPREME

Marvel

1	4.50	5.00
2-10	1.50	1.50
11	4.50	5.00
12-14	1.50	1.50
15	6.00	7.00
Unathorized Amy Grand photo cover		
16-27	1.50	1.50
28	1.75	2.00
29-30	1.50	1.50
31-35	2.50	3.00
37-49	1.75	1.75
50	2.00	2.50
51-57	1.75	1.75
Annual 2	2.00	2.50
Annual 3	3.00	3.00
Giant 1	2.00	3.00

DOCTOR STRANGE/ GHOST RIDER

Marvel

1	2.00	2.95

DOOM PATROL #19

HERO TIP:

Publisher:	DC
Issue No.:	#19
Writer:	Grant Morrison
Artist:	Richard Case
Inker:	Carlos Garzon
Cover Price:	$1.50
Current Low Price:	$15.00
Current High Price:	$16.00

Overview: The "new" Doom Patrol takes off in a very different direction under Grant Morrison's writing.

HERO RATING:
★★★

H.I. PICK

This is not your father's Doom Patrol. With the new direction this title took, it defenitely appeals to readers of Sandman and Animal Man. Sales on this title were sagging before the redirection, so supply is reletively small.

DEALER PICK

"Great book! Major turning point for these wacky characters. With Morrison's stint on Spawn coming up, I foresee a lot of new interest in this writer...Morrison takes a team not worth noticing, and makes fandom look again. Well worth finding."

HERO PRICE GUIDE

HERO CONTEST #152

WIN FLASH #105

Flash! Aahhh! He'll save every one of us! Oops! Sorry, wrong Flash. You know the score, you know the rules, so let's just speed to the questions so you can rush your non-winning HERO GOLD card to us so we can quickly pick a winner and rapidly get on with the nonsense.

1. Name the three people who have taken the name Flash.

2. Who played Dale Arden in the film (sorry, that's that other Flash thing).

3. How come ol' Flasher didn't use the old circle-the-earth-from-West-to-East-to-reverse-the-flow-of-time to save Iris in issue #276 ?

DOOM 2099
Marvel

1	2.50	5.00
2-3	1.25	2.00
4-7	1.25	1.50

DOOM PATROL, THE
DC Comics

1st Series		
86	64.00	65.00
87-99	40.00	40.00
100	50.00	50.00
101-110	22.50	24.00
111-120	21.00	20.00
121	60.50	60.00
122-124	2.50	2.50

DOOM PATROL
DC Comics

1	2.00	2.00
2-18	1.00	1.00
19	15.00	16.00
Grant Morrison writing		
20-24	8.00	9.00
25-30	4.00	9.00
31-49	1.50	1.50
50-57	2.00	2.50
51-56	1.50	1.50
58-60	1.50	1.50
61-67	1.00	1.75
Annual 1	1.00	1.50

DOUBLE LIFE OF PRIVATE STRONG
Archie

1 Kirby	310.00	350.00
2	210.00	275.00

DRACULA (Bram Stoker)
Topps Comics

1 Mignola	3.95	8.00
2-4	3.25	10.00

DYNAMO
Tower Comics

1 Wally Wood	27.50	28.00
2-4	18.00	30.00

ECLIPSO
DC Comics

1-10	1.00	1.25

ECLIPSO:THE DARKNESS WITHIN
DC Comics

1 With Gem	3.85	4.25
1-2	1.50	2.00

ECTOKID
Marvel/Razorline

1	2.50	2.50

EERIE (Magazine)
Warren

1	135.00	142.00
2	24.00	25.00
3	15.00	20.00
4-10	10.00	15.00
11-22	8.00	12.00
23	8.00	9.00
24-25	7.00	8.00
26-41	4.00	5.00
42	6.00	7.00
43-45	4.00	5.00
46-50	3.00	4.00
51	6.00	7.00
52-53	3.00	4.00
54-55	4.00	5.00
56-59	3.00	4.00
60	5.00	6.00
61-81	3.00	4.00
81-139	1.50	2.50
1 2nd Print	63.50	64.50

Yr. Book '70,71	9.00	10.00
Yr. Book '72	9.00	10.00

EIGHTBALL
Fantagraphics

1	3.00	10.00
2-10	2.50	3.00

ELEKTRA: ASSASSIN
Marvel

1	4.00	5.50
2	3.00	4.00
3-7	2.00	3.00
8	5.00	6.00

ELEMENTALS
Comico

1	4.00	5.50
2	2.50	3.50
3-7	1.50	2.50
8-29	0.50	1.50
1-28	1.50	2.50
Special 1	1.25	1.75
Special 2	1.00	2.00

ELFQUEST
(Also see Fantasy Quarterly)
WaRP

1	32.00	33.00
1 2nd Print	9.00	10.00
1 3rd Print	4.00	5.00
1 4th Print	0.50	1.50
2	19.00	20.00
2 3rd Print	2.00	3.00
3	19.00	20.00
3 3rd Print	2.00	3.00
4	19.00	20.00
5	19.00	20.00
5 3rd Print	2.00	3.00
2-5 2nd Print	4.00	5.00
8-5 4th Print	2.00	3.00
6	8.00	9.00
7-9	8.00	9.00
6-9 2nd Print	3.00	4.00
6-9 3rd Print	1.00	
2 0010-14	5.00	6.00
10-14 2nd Print	0.50	1.50

ELFQUEST: KINGS OF THE BROKEN WHEEL
WaRP Graph

1	2.50	3.00
2-9	2.50	2.50

ELFQUEST: NEW BLOOD
WaRP

1	2.00	4.00
2-4	2.00	2.50

ELFQUEST: SIEGE AT BLUE MOUTAIN
WaRP

1	6.50	7.00
2	4.00	4.25
1-2 2nd Print	2.25	3.00
3	3.00	4.00
4	3.25	4.00
5-8	3.00	3.50

ENIGMA
DC Comics

1	3.00	3.50
2	3.00	3.25
3-6	2.50	2.50

ETERNAL WARRIOR
Valiant

1	12.00	20.00
1 Gold logo	75.00	85.00
1 Gold foil logo	95.00	130.00
2	6.00	11.00
3	3.50	7.00
4	9.95	20.00
5	10.00	17.00
6	3.50	7.00
7	3.00	5.50
8	3.00	8.00
9	2.50	4.00
10-11	2.00	3.00
12-14	2.25	2.25

EXCALIBUR
Marvel

Special Edition		
1st Print	5.25	15.00
2nd Print	4.75	5.00
3rd Print	3.50	3.75
4th Print	5.00	5.50
1st App. Excalibur		
Regular Series		
1	7.00	9.25
2	4.00	5.25
3	3.75	4.00
4	2.50	4.25
5-10	2.00	3.25
11-17	2.00	2.50
18-22	1.50	2.00
23	2.00	2.25
24-26	1.75	2.00
27-68	2.00	2.50
Special- The Possession	3.00	3.00
Special-XX Crossing	2.50	2.50

EXTREME TOUR BOOK
Extreme

Tour Ed.	20.00	30.00

FANTASTIC FOUR
Marvel

	7100.00	7150.00
app. & origin		
d Print	100.00	125.00
	1550.00	3500.00
	700.00	1200.00
	1200.00	1300.00
	1200.00	1300.00
Dr. Doom		
	650.00	690.00
	450.00	500.00
	340.00	350.00
	425.00	550.00
vs. the Hulk		

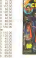
	265.00	300.00
	180.00	200.00
	180.00	185.00
	210.00	225.00
	115.00	125.00
	80.00	90.00
	245.00	255.00
vs. Thing, Avengers app		
	95.00	100.00
	115.00	120.00
	65.00	70.00
	55.00	65.00
	55.00	110.00
	55.00	65.00
	55.00	120.00
	55.00	60.00
	37.00	40.00
	37.00	[illegible]
	37.00	40.00
	490.00	550.00
App. Silver Surfer		
	100.00	110.00
	120.00	130.00
	30.00	40.00
	60.00	60.00
	40.00	50.00
	35.00	40.00
	45.00	55.00
	50.00	58.00
	30.00	35.00
	75.00	125.00
	80.00	150.00
App. Warlock		
	30.00	35.00
	20.00	25.00
	25.00	30.00
	15.00	25.00
	14.00	16.00
	45.00	55.00
	15.00	20.00
	12.00	15.00
	12.00	15.00
	30.00	35.00
	10.00	15.00
	10.00	10.00
	10.00	12.00
	8.00	10.00
	5.00	6.00
	4.00	6.00
	6.00	10.00
	2.00	3.00
	3.00	5.00
	4.00	5.00
261-285	2.50	4.00
266	4.00	5.00
287-295	1.00	2.00
296	2.00	3.00
297-318	1.00	2.00
319	2.00	3.00
320-346	1.00	2.00
347	3.00	6.00
347 2nd print	2.00	3.00
348-350	4.00	10.00
351-357	1.00	2.00
358	2.25	3.00
359-360	1.00	2.00
361-368	1.00	2.25
369	2.00	3.00
371	2.00	3.50
372-374	1.50	2.00
375	1.95	3.50
376-379	1.25	1.25
Annual 1	345.00	350.00
Annual 2	195.00	200.00
Annual 3	85.00	90.00
Annual 21	4.00	5.00
Annual 22-24	2.00	2.50
Annual 25	3.00	3.00
Annual 26	3.00	3.00
Special 4	43.00	45.00
Special 5	55.00	100.00
Special 6	30.00	35.00
Special 7	18.00	21.00
Special Ed. 1	2.00	2.50

FANTASTIC FOUR VS. X-MEN
Marvel

1	4.00	4.50
2-4	3.00	3.50

FANTASY QUARTERLY
Independent Publishers

1 1st Elfquest	50.00	60.00



FAUST
Northstar

1 Vigil	10.00	35.00
1 2nd Print	33.00	33.00
1 3rd Print	10.00	11.00
1 4th Print	2.25	2.75
2 3rd Print	2.00	2.50
2	6.00	25.50
2 2nd Print	2.50	2.50
3	14.00	24.00
3 2nd Print	2.25	2.75
4	7.50	15.00
5	17.00	19.95
6	7.00	9.00
7-8	3.00	4.95

FEAR
Marvel

1	6.00	8.00
2-6	4.00	4.50
7-9	2.00	3.00
10 Man-Thing	7.00	9.00
11,12	2.00	4.00
13-14	1.00	2.00
15	2.00	4.00
16-18	1.00	2.00
19	13.00	15.00
1st app. of Howard the Duck		
20 Morbius	17.00	19.00
21-25	7.00	15.00
26-31	5.00	12.00

FIRESTAR
Marvel

1	2.50	3.00
2	4.00	6.00
3-4	2.50	3.00

FLAMING CARROT
Dark Horse

1	30.00	40.00
2	22.00	28.00
3	13.00	20.00
4-6	11.00	13.00
7-9	8.00	9.00
10-12	3.00	4.00
13-14	2.50	3.50
15	9.00	10.00
16-20	2.00	3.00
21-26	1.00	2.00
27-29	2.00	2.75

FLAMING CARROT COMICS
Killian Barracks

1 Magazine	50.00	75.00

FLASH
DC Comics

1	4.00	6.00
2-3	3.00	4.00
4-6	2.75	3.50
7-20	1.75	2.50
21-30	1.00	1.50
31-49	0.75	1.50
50	1.50	2.00
51-72	0.75	1.50
73	2.00	2.00
74-75	2.00	2.50
76-81	1.25	1.25
80	2.50	2.50
Direct, foil cover		
Annual 1	1.25	2.00
Annual 2	1.50	1.75
Annual 3	1.75	1.75
Annual 4	2.00	2.00
Annual 5, 6	2.50	2.50
Special 1	3.00	3.00

FLASH, THE
DC Comics

105	1930.00	1950.00
106	620.00	640.00
107-108	300.00	320.00
109	270.00	285.00
110	530.00	600.00
111	160.00	200.00
112-113	170.00	190.00
114	135.00	175.00
115-116	103.00	125.00
117	135.00	145.00
118-120	103.00	105.00
121-122	65.00	75.00
123	550.00	580.00
Golden Age Flash App		

FLASH #105

HERO TIP:

Publisher:	DC
Issue No.:	#105
Writer:	John Broome
Artist:	Carmine Infantino
Inker:	
Cover Price:	10¢
Current Low Price:	$1930.00
Current High Price:	$1950.00

Overview: This is the first issue of the Flash in his own book and a retelling of the origin of the first Silver Age hero.

HERO RATING:
★

H.I. PICK

One of the key Silver Age books. On the upper end of the price scale, don't expect to see this book rise considerably in value. If you want a better percentage increase in your investment dollars, put your money in a CD.

DEALER PICK

"As early Flash Villians go M.M. was no better or or worse than average. The TV version was much better, despite being played by David Cassidy. Good investment because of Infantino art, not M.M...."

HERO PRICE GUIDE

HERO CONTEST #153

WIN KITTY PRYDE/ WOLVERINE #1

In this series, Wolverine (with the help of a bad guy) teaches Kitty how to be a ninja in just six easy steps,um, issues. Kinda like the Tick and Odipus. To win a copy of this training manual/comic, just send us a non-winning HERO GOLD card to enter the contest, your name and address 'cause we're not psychic, and answer these trivia questions:

1. What was Wolverine's first appearance?

2. What was Kitty Pryde's first appearance?

3. What was Al Milgrom's first appearance?

124	65.00	75.00
125-128	55.00	65.00
129	56.00	200.00
130-136	55.00	65.00
137 JSA App.	250.00	265.00
139	70.00	80.00
140-150	30.00	40.00
151	45.00	55.00
152-159	20.00	30.00
160	30.00	40.00
161-168	15.00	25.00
169	30.00	40.00
171-174	18.00	20.00
175	65.00	75.00
176-177	18.00	20.00
178	23.00	28.00
179-180	18.00	20.00
181-186	8.00	10.00
187	15.00	18.00
188-195	8.00	10.00
196	17.00	19.00
197-200	8.00	10.00
201-204	4.00	6.00
205	8.00	10.00
206-213	4.00	6.00
214	6.00	9.00
215	11.00	13.00
216	4.00	6.00
217-219	9.00	11.00
220	4.00	6.00
221-225	8.00	16.00
226	6.00	8.00
227-228	14.00	16.00
229	5.00	8.00
230-231	14.00	16.00
232-233	5.00	7.00
234-290	2.50	3.50
291-299	1.75	2.50
300-306	2.50	4.00
307-349	1.75	2.50
350	3.00	5.00
Annual 1	235.00	245.00

FLY MAN

Archie

32-33	22.00	30.00
34-39	14.00	20.00

FOOLKILLER

Marvel

1	2.00	4.00
2-7	1.50	2.00
8	2.00	3.00
9-10	1.50	2.00

FOREVER PEOPLE

DC Comics

1	27.00	34.00
2-3	14.00	17.00
6-11	6.00	8.00

FRANKENSTEIN

Marvel

1	13.00	16.00
2-3	5.00	8.00
4-5	6.00	10.00

6-7	4.00	8.00
8-9	6.00	8.00
10	4.00	8.00
11-18	3.00	5.00

FREEX

Malibu/Ultraverse

1	1.95	1.95

FURY OF FIRESTORM

DC Comics

1	1.50	2.00
2-60	0.50	1.00
61	48.00	55.00
Test cover		
62-100	0.50	1.00

G.I. JOE, A REAL AMERICAN HERO

Marvel

1	5.00	6.50
1 2nd Print	3.50	4.00
2	6.50	7.00
2 2nd Print	2.50	2.75
3-10	3.75	4.00
3 2nd Print	2.00	2.50
4 2nd Print	1.00	1.50
11-20	1.50	2.00
21-22	2.50	3.00
23-24	1.50	2.00
25-27	2.50	3.00
28-30	1.50	2.00
31-139	1.00	1.00

GHOST RIDER (western)

Marvel

1	19.00	35.00
2-7	12.00	20.00

GHOST RIDER

Marvel

2nd Series		
1	75.00	90.00
2	24.00	35.00
3	20.00	30.00
4	24.00	32.00
5	24.00	28.00
6	10.00	17.00
7	14.00	17.00
8-10	14.00	20.00
11-19	13.00	15.00
20	18.00	20.00
21-30	6.00	9.00
31-49	5.00	7.00
50	7.00	8.00
51-76	3.00	5.00
77	5.00	7.00
78-80	3.00	4.50
81	8.00	11.00
3rd Series		
1	19.00	26.00
2	12.00	20.00
3	8.00	14.00
4	15.00	25.00
5	11.00	20.00
5	10.00	16.00
Gold Background 2nd Print		
6	7.00	8.00
7-10	6.00	7.00
11-14	4.00	6.00
15	6.75	9.00
15	2.95	3.00
Gold Background 2nd Print		
16-17	3.50	5.00
18-19	3.00	3.50
20-24	1.95	3.00
25-28	2.00	4.50
28	2.50	7.00
29-30	1.75	2.00
31	2.50	3.50
32-39	1.75	2.00

GHOST RIDER AND CABLE

Marvel

1	3.75	5.00

GHOST RIDER/ SPIRITS OF VENGEANCE

Marvel

1	2.00	7.00
2-4	2.00	2.00
5-6	2.00	3.50
7-11 14	1.75	1.75
12	2.95	2.95
13	2.25	2.25

GHOST RIDER: WOLVERINE: PUNISHER: HEARTS OF DARKNESS

Marvel

1	4.95	7.00

GIANT SIZE...

Marvel

Avengers 1	6.00	10.00
Avengers 2-3	4.00	7.00
Avengers 4-5	3.00	7.00
Capt. America 1	7.50	8.00
Capt. Marvel 1	6.75	7.00
Chillers 1	3.00	7.00
Chillers 2	1.75	2.00
Chillers 3	2.50	3.00
Chillers 1	2.50	15.00
Curse of Dracula		
Conan 1	6.00	12.00
Conan 2	5.00	7.00
Conan 3-5	3.00	5.00
Creatures 1	2.00	7.00
Daredevil 1	6.00	7.00
Defenders 1	9.00	12.00
Defenders 2-3	5.00	10.00
Defenders 4-5	4.00	10.00
Doc Savage 1	3.00	7.00
Dr. Strange 1	5.00	7.00
Dracula 2	4.00	10.00
Dracula 3	3.00	10.00
Dracula 4	2.00	10.00
Dracula 5	5.00	10.00
Fantastic 4 2-4	7.75	8.00
Hulk 1	8.00	10.00
Invaders 1	5.00	8.00
Iron Man 1	7.00	8.00
Man-Thing 1	5.00	10.00
Man-Thing 2-3	2.95	3.00
Man-Thing 4-5	4.95	5.00
Triple Action 1-2	1.50	2.00
Master of Kung Fu 1		
	5.50	6.00
MOKF 2	3.00	3.50
MOKF 3-4	2.50	3.00
Power Man 1	4.95	5.00
Spider-Man 1	19.50	20.00
Spider-Man 2-3	7.75	8.00
Spider-Man 4	35.00	65.00
Punisher		
Spider-Man 5	6.50	7.00
Spider-Man 6	6.50	7.00
Super-Heroes 1	40.00	45.00

day vs. Morbius and Man-		
Man Team-Up 1		
	5.50	6.00
W 1 2	3.50	4.00
Thr 1	4.95	5.00
erewolf 2-5	2.50	3.00
Men 1	180.00	200.00
1st new X-Men		
Men 2	20.00	24.00

GIVE ME LIBERTY

Dark Horse

	4.50	7.50
Frank Miller and Dave		
ibbons		
	5.00	6.00
4	5.00	5.25

GOBBLEDYGOOK

Mirage

	100.00	215.00
One shot	4.50	5.00

GODZILLA

Dark Horse

	5.00	7.50
	3.00	7.50
Special	3.00	7.50

GODZILLA

Marvel

	6.00	10.00
	3.75	4.00
	2.00	2.50

GOLDEN CITY

Dark Horse

ok 1 Rebel	1.00	1.00

Mecha 1	1.00	1.00
Week 3 Titan	1.00	1.00
Week 4 Catalyst	1.00	1.00

GREEN ARROW

DC Comics

1	3.00	5.00
2-4	2.00	3.50
2nd Series		
1	6.00	7.50
2	2.00	3.50
3-12	2.00	3.00
13-20	1.50	2.50
21-73	1.00	2.00
74,76-78	1.75	1.75
75	2.50	2.50
Annual 1	2.00	3.00
Annual 2	2.00	3.50
Annual 3	2.50	4.00
Annual 4	2.00	3.00
Annual 5	2.80	4.00
Annual 6	3.50	3.80

GREEN ARROW: THE LONG BOW HUNTERS

DC Comics

1	6.00	7.50
1 2nd print	1.80	3.00
2	3.50	5.00
3	2.80	4.00

GREEN HORNET, THE (TV)

Gold Key

1	115.00	125.00
2	73.00	92.00
3	70.00	90.00

GREEN LANTERN

DC Comics

1	1300.00	1400.00
2	400.00	600.00
3	270.00	350.00
4-5	170.00	250.00
6-10	140.00	170.00
11-12	90.00	120.00
13	125.00	145.00
14-20	90.00	100.00
21-30	70.00	90.00
31-39	50.00	65.00
40	300.00	350.00
1st App. Crisis		
41-50	40.00	50.00
51-58	20.00	30.00
59	120.00	140.00
60	15.00	20.00
61	22.00	30.00
62-69	15.00	20.00
70-75	11.00	15.00
76 Neal Adams	90.00	115.00
77 Adams	32.00	40.00
78-80 Adams	22.00	30.00
81-84 Adams	20.00	25.00
85-86 Adams	28.00	36.00
87 Adams	17.00	25.00
88	4.00	7.00
89 Adams	6.00	14.00
90-99	2.00	4.00
100	4.00	7.00
101-111	2.00	3.00
112	5.00	7.00
113-115	2.00	3.00
116	24.00	35.00
1st App. Guy Gardner as a GL		
117-119	2.00	3.00
120-121	1.00	2.00
122	1.50	2.50
123	4.00	6.00
124-135	1.00	2.00
136-137	2.00	3.00
138-140	1.00	2.00
141	2.00	3.00
142-149	1.00	2.00
150	2.00	3.00
151-193	1.00	2.00
194	2.00	3.00
195 Guy Gardner	13.00	20.00
196-205	1.00	2.00
206-224	1.00	1.50
2nd Series		
1-3	2.50	4.00
4-8	1.00	1.80
9-12	2.00	3.00

KITTY PRYDE AND WOLVERINE #1

HERO TIP:

Publisher:	Marvel
Issue No.:	#1
Writer:	Chris Clarmont
Artist:	Al Milgrom
Inker:	Al Milgrom
Cover Price:	75¢
Current Low Price:	$6.50
Current High Price:	$10.00

Overview: Six issue mini-series in which Wolvie teaches Kitty to be a ninja. No, we're not kidding.

HERO RATING:

★★★

H.I. PICK

With all the new excitement Wolverine is generating with the new X-men animated show, a lot of new Wolvie zombies are being created, and will hunt down any appearance of Canada's favorite mutant, even though art and story is so-so.

DEALER PICK

"This book hasn't done much for years. I don't think it will do anymore than it already has...No shortage of these. Could have success due to X-Men on TV...I would like to know why no kid in the world cares about this book. Is it because of the bad art and story?"

HERO PRICE GUIDE

HERO CONTEST #154

WIN LEGION OF SUPER-HEROES #38

It would be pointless to have LEGION [illegible] for this book, because all the people who [illegible] have [illegible] the people [illegible] it won't even [illegible] the Legionnaires' civil- [illegible] the [illegible]

1. [illegible] Peter Parker's first girlfriend?

2. [illegible] Hagar's [illegible] par- [illegible]?

3. What were Wolverine's claws made of? That one's a gimme!

4. [illegible] in love?

13	2.00	2.50
14-18	1.00	1.50
19	1.75	2.50
20-24	1.00	1.50
25	2.00	3.00
26-43	1.00	1.50
Annual 1	2.00	3.00
Special 1-2	2.00	3.00

GREEN LANTERN CORPS QUARTERLY

DC Comics

1-5	1.50	2.00
6	2.95	2.95

GREEN LANTERN/ GREEN ARROW

DC Comics

1-7 Reprints	3.00	4.00

GREEN LANTERN: EMERALD DAWN

DC Comics

1	6.00	8.50
1 2nd Print	1.50	2.00
2	3.00	5.00
3-4	3.00	5.00
5-6	2.00	3.00
2-6 2nd Print	1.00	1.50

GREEN LANTERN: EMERALD DAWN II

DC Comics

1-6	1.50	1.50

GREEN LANTERN: MOSAIC

DC Comics

1-14	1.00	1.50

GRENDEL

Comico

1	55.00	70.00
2-3	34.00	42.00

GRIMJACK

First Comics

1	2.00	5.00
2-25	1.00	2.00
26	4.00	5.50
2nd color TMNT		
27-74	1.00	1.50

75	5.00	6.50
Fold out map		
76-81	1.00	1.75

GROO SPECIAL

Eclipse

1	30.00	40.00

GROO THE WANDERER

Epic (Marvel)

1	8.00	12.00
2	5.00	8.00
3-10	3.00	5.00
11-20	2.00	3.00
21-30	1.00	3.00
31-86	1.00	2.00
87-99	2.00	3.00
100	2.00	4.00
101,102	2.25	2.25

GROO. THE WANDERER

Pacific Comics

1	20.00	28.00
2	15.00	20.00
3-7	8.00	13.00
8	8.00	12.00

GUARDIANS OF THE GALAXY

Marvel

1	7.50	8.50
2-3	5.50	7.00
4-9	4.00	6.00
10	1.50	3.50
11-12	1.50	2.50
13-14	1.50	6.50
15-18	1.50	2.50
19-23	1.00	1.50
24	2.50	2.50
25	1.50	2.50
25	2.00	2.00
26-40	1.00	1.50
Annual 1	2.00	3.00
Annual 2	1.25	2.80

GUY GARDNER REBORN

DC Comics

1-3	1.50	5.00

GUY GARDNER

DC Comics

1-2	4.00	6.00
2	1.00	1.50
3	4.00	6.00
4-9	1.00	1.50
10-12	1.25	1.25

H.A.R.D. CORPS

Valiant

1	5.00	19.00
1	70.00	96.00
Advance Comics ed		
1 Gold	40.00	40.00
2	2.50	6.00
3	2.25	3.50
4	2.00	3.50
5	1.90	3.50
5	3.00	7.00
Special Capital ed		
5	6.00	15.00
Comic Defense System		
6	1.75	3.50
7	1.95	2.50
8-11	2.25	2.25

HANNA-BARBERA SUPER TV HEROES

Gold Key

1	70.00	80.00
2	47.00	55.00

3-7	38.00	45.00

HARBINGER

Valiant

0 Redmp.	90.00	125.00
1	80.00	125.00
2	40.00	60.00
3	30.00	57.00
4	45.00	85.00
5	20.00	45.00
6	14.00	35.00
7	8.00	18.00
8	3.50	10.00
9	3.75	10.00
10	6.75	15.00
1st App. H.A.R.D. Corps		
11	3.00	8.00
12	4.00	5.00
13	3.50	7.00
14	3.50	10.00
15	3.75	7.00
16-18	2.00	4.00
19	3.00	4.00
20	2.50	2.50
0 From TPB	10.00	15.00
0 TPB	10.00	20.00
0 TPB Bagged	45.00	45.00

HARDCASE

Malibu/Ultraverse

	1.95	3.00
	1.95	1.95

HARDWARE

DC (Milestone)

Bagged	3.00	5.00
	1.50	1.50

HATE

Fantagraphics

	3.00	5.00
5	3.00	5.00
12	2.50	3.00

HAVOK AND WOLVERINE-MELTDOWN

Epic (Marvel)

	4.50	5.00
-4	3.00	4.00

HAWK AND DOVE

DC Comics

Ditko	34.00	36.00
-6	24.00	26.00
nd Series		
	1.00	2.00
-28	0.75	1.50
nnual 1	1.75	2.50
Limited Series		
Liefeld	4.00	6.00
-5	3.00	4.00

HAWKMAN

DC Comics

2nd Series		
1-17	1.00	2.00
Special 1	1.00	2.00
3rd Series		
1	2.50	2.50

HAWKWORLD

DC Comics

Regular series		
1	2.50	3.50
2-32	1.00	2.00
Annual 1-3	2.50	3.50
Limited series		
1	4.50	5.50
2-3	3.50	4.50

HELLBLAZER

DC Comics

1	17.50	20.00
2-5	10.50	15.00
6-10	5.50	15.00
11-20	4.00	6.00
21-30	3.50	5.00
31-39	3.00	4.00
40	3.50	5.00
41-49	3.00	4.00
50	2.50	3.50
51-68	1.00	2.00
Annual 1	4.00	5.00

HELLSTORM

Marvel

1	2.50	3.00
2	2.00	2.50
3-5	2.00	2.00

HERO FOR HIRE

Marvel

1	34.00	36.00
1st ap.. Luke Cage		
2-5	14.00	16.00
6-10	6.50	7.50
11-16	5.50	6.50

HOMAGE STUDIOS SWIMSUIT

Image Comics

1	2.00	2.00

HOKUM & HEX

Marvel/Razorline

1	2.50	2.50

HOT WHEELS (TV)

DC Comics

1 Toth	38.00	50.00
2,4-5	16.00	20.00
3	25.00	30.00
6	27.00	35.00

HOUSE OF MYSTERY

DC Comics

50	35.00	40.00
51-60	25.00	30.00
61,63	25.00	27.00
62,64	15.00	20.00
65-66	25.00	27.00
67-69,71	15.00	20.00
70,72	25.00	27.00
73-75	15.00	20.00
76	25.00	27.00
77-83	15.00	20.00
84-85	25.00	27.00
86-99	15.00	20.00
100	23.00	25.00
101-116	15.00	18.00
117-119	10.00	12.00
120	13.00	15.00
121-130	10.00	12.00
131-142	8.00	10.00
143	115.00	150.00
Martian Manhunter series begins		
144	50.00	55.00
145-155	35.00	40.00
156	43.00	45.00
157-159	35.00	40.00
160	60.00	80.00
161-173	25.00	28.00
174-178	5.00	10.00
179	20.00	30.00
180-183	5.00	10.00
184	3.00	7.00
185-186	5.00	10.00
187	1.00	5.00
188,191,195	5.00	10.00
189-190	1.00	5.00
192-194	1.00	5.00
196-198	1.00	5.00
199	3.00	5.00
200-223	1.00	5.00
224	2.00	10.00
225-229	1.00	5.00

HOUSE OF SECRETS

DC Comics

1	400.00	450.00
2	150.00	200.00
3	130.00	150.00
4,8	70.00	90.00
5-7	50.00	70.00
9-11	50.00	70.00
12	60.00	80.00
13-15	40.00	50.00
16-20,23	35.00	40.00
21-22	25.00	35.00
24-30	25.00	35.00
31-50	15.00	25.00
51-60	10.00	15.00
61	120.00	150.00
62	40.00	50.00
63-65	20.00	40.00
66	40.00	60.00
67	20.00	40.00
68-80	20.00	25.00

HOWARD THE DUCK

Marvel

1	6.00	10.00
2	2.00	4.00
3	2.00	2.00
4-11	1.00	1.50
12	1.00	4.50
13	1.00	5.50
14-33	1.00	1.00

LEGION OF SUPER-HEROES #38

HERO TIP:

Publisher:	DC
Issue No.:	#38
Writer:	Paul Levitz
Artist:	Greg LaRouge
Inker:	Mike Decarlo
Cover Price:	$1.50
Current Low Price:	$10.00
Current High Price:	$12.00

Overview: The Legion of Super-Heroes and Superboy fight the Time Trapper to save Superboy's world.

HERO RATING: ★★★★

H.I. PICK

This book isn't well known other than to Legion fans. The death of Superman hasn't made people collect the death of his other incarnation. The good art and story are well worth the investment. This is a must for Superman fans, though.

DEALER PICK

"Great story and art, we have none in stock... What a sleeper. For years collectors have sought this issue...A pointless issue. There were better solutions than doing away with him completely...The capper on a confusing time continuity storyline to revamp Superman."

HERO PRICE GUIDE

HERO SPECIAL CONTEST #3

We're looking for the cream of the comic biz crop – and we want you to tell us who they are!

We want you to pick your favorite artist and writer and send their names on a postcard to the address below. For your valuable input, we'll enter your name in a very special drawing good for a complete set of all RG Premiere editions. Register your vote with the number one name in comic magazines and turn to the READER TOP TEN [illegible]. It's painless and you could win some good comics to boot.

Send to:
HERO Special Contest #1
[illegible] Ave.
Suite 251
Lombard, IL 60148

[illegible] the grand prize, the winner will also receive a fantastic set of Image Gold [illegible] from all of the hottest names from the Image stable.

All this just for voting on your favorite artist and writer? Who could pass up on the deal?

Don't forget: top ten favorite artists and writers. The deadline for voting this month is August 15, 1993. Act now!

HULK (Magazine)
Marvel

10	1.50	4.00
11	3.50	6.00
12-24	2.00	3.00
25-27	1.50	3.00

HUMAN FLY
Marvel

1	3.00	3.00
2 Ghost Rider	5.00	5.00
3-19	1.00	1.00

HYPERKIND
Marvel/Razorline

1	2.50	2.50

ICEMAN
Marvel

1-4	2.00	2.00

ICON
DC (Milestone)

1 Bagged	2.95	3.00
1-3	1.50	1.50

INCREDIBLE HULK
Marvel

1 1st App.	3600.00	6500.00
2	1000.00	1200.00
3	750.00	900.00
4-5	500.00	600.00
6	800.00	1000.00
102	140.00	150.00
103	55.00	65.00
104	50.00	50.00
105-110	35.00	35.00
111-119	20.00	20.00
120-125	11.00	11.00
126-140	8.00	8.00
141	7.00	7.00
142-171	6.00	6.00
172	7.00	7.00
173-176	6.00	6.00
177	11.00	11.00
178	19.00	19.00
179	4.00	4.00
180	60.00	90.00
1st app. of Wolverine		
181	190.00	325.00
1st full app. of Wolverine		
182	35.00	60.00
Wolverine brief app.		
183-199	3.00	3.00
200	20.00	20.00
201-219	3.00	3.00
220-249	2.00	2.00
250	7.00	7.00
251-299	2.00	2.00
300	3.00	3.00
301-313	2.00	2.00
314	4.00	4.00
315	2.00	2.00
316	2.00	3.00
319-318	3.00	5.00
320-323	2.00	3.00
324	8.00	10.00
325	3.00	3.50
326	5.00	6.00
327	2.00	3.00
328	2.00	5.00
329	2.00	2.00
330	18.00	24.00
331	15.00	15.00
332	10.00	10.00
333-334	8.00	10.00
335	3.00	5.00
336-339	7.00	10.00
340 Wolverine	25.00	45.00
341-344	7.00	10.00
345	7.00	12.00
346	6.00	7.00
347-349	3.00	3.50
350	3.00	4.00
351-358	2.00	3.00
359	4.00	5.00
360-366	2.00	3.00
367 Keown	15.00	22.00
368	11.00	15.00
369-370	8.00	9.00
371	6.00	10.00
372	7.00	15.00
373-376	6.00	8.00
377	9.00	20.00
377 2nd print	6.00	8.50
378	3.00	5.00
379	5.00	8.00
380	3.00	3.50
381-384	3.00	5.00
385-388	4.00	5.00
389	2.25	3.50
390-392	4.00	4.00
393	4.00	6.00
393 2nd print	2.50	3.00
394-398	2.00	2.50
400	2.50	5.00
399,401-407	1.50	2.00
Annual 5	2.00	3.00
Annual 6,8-18	2.00	2.00
Annual 19	3.00	3.00
Special 1	45.00	45.00
Special 2	25.00	25.00
Special 3	7.00	7.00
Special 4	5.00	5.00

INCREDIBLE HULK: FUTURE IMPERFECT
Marvel

1	8.00	10.00
Perez and David		
2	7.50	10.00

INFERIOR FIVE
DC Comics

1	30.00	50.00
2	14.00	25.00
3-12	8.00	12.00

INFINITY GAUNTLET
Marvel

1 Perez	2.75	6.00
2-6	3.00	5.00

INFINITY WAR, THE
Marvel

1 Ron Lim	2.00	5.00
2-6	2.00	2.50

INFINITY, INC.
DC Comics

1 Ordway	2.50	2.50
2-13	1.50	1.50
14 McFarlane	4.00	10.00
15-37	3.00	3.00
38-49	1.50	1.50
50	2.50	2.50
51-53	1.50	1.50
Annual 1-2	2.00	2.00
Special 1	1.50	1.50

INHUMANS, THE
Marvel

1 Perez	3.00	3.00
2-12	2.00	2.00
Special 1	1.50	1.50

INVADERS, THE
Marvel

1	10.00	20.00
2-10	6.00	8.00
11-19	5.00	5.00
20	6.00	6.00
21	4.00	4.00
22-41	3.00	3.00
Annual 1	3.00	3.00

INVASION
DC Comics

1 McFarlane	4.00	4.00
2-3	3.00	3.00

IRON FIST
Marvel

1 John Byrne	35.00	35.00
2	13.00	15.00
3-5	10.00	15.00
6-13	7.00	10.00
14	75.00	150.00
1st app. Sabretooth		
15	25.00	45.00
X-Men		

IRON MAN
Marvel

1	335.00	375.00
2	100.00	110.00
3	80.00	80.00
4-5	60.00	60.00
6-10	45.00	45.00
11-15	32.00	35.00
16	22.00	30.00
17-20	22.00	22.00
21-25	16.00	25.00
26-43	16.00	16.00
44-46	11.00	11.00
47	17.50	17.50
48-50	11.00	11.00
51-53	9.00	9.00
54	15.00	15.00
55 1st Thanos	115.00	140.00
56	20.00	20.00
57-67	8.00	8.00
68	10.00	10.00
69-70	8.00	8.00
71-117	5.00	5.00
118	7.50	7.50
119-120	4.50	4.50
121-122	2.50	2.50
123-128	4.50	4.50
129-168	2.50	2.50
169	9.00	9.00
170	5.00	5.00
171	3.50	3.50
172-199	2.25	2.25
200	4.50	4.50
201-224	1.50	1.50
225	6.00	6.00
226-243	1.50	1.50
244	5.00	5.00
245-249	1.50	1.50
250	1.75	1.75
-274	1.25	1.25
2	1.50	1.50
2 -283	1.25	1.25
2	1.25	5.00
2 -287	1.25	1.25
2	2.00	2.50
2	1.25	1.25
2	2.00	3.00
2 -295	1.25	1.25
Annual 3	5.00	5.00
Annual 5-9	2.00	2.00
Annual 10,13	2.50	2.50
Annual 11-12	2.00	2.00
Annual 14	2.95	2.95
King-Size 4	3.00	3.00
Special 1	20.00	20.00
Special 2	9.00	9.00

IRON MAN AND SUB-MARINER
Marvel

1	140.00	150.00
One-shot		

JOHN BYRNE'S NEXT MEN
Dark Horse Comics

0	6.00	9.00
1	7.00	12.00
1 2nd print	3.50	3.50
2	4.00	5.00
3-4	3.00	4.50
5-6	2.50	4.00
7	2.50	3.00

JOKER, THE
DC Comics

1	20.00	25.00
2	7.50	18.00

4-6,9	5.50	10.00
7-8	4.50	10.00

JONAH HEX
DC Comics

1	14.00	20.00
2-6	5.50	9.00
7	6.50	10.00
8-10	5.50	7.00
11-20	3.00	4.00
21-50	1.50	2.00
51-92	1.00	1.00

JONAH HEX:TWO GUN MOJO
DC

1-2	2.95	2.95

JONNY QUEST
Gold Key

1	165.00	225.00

JOURNEY INTO MYSTERY
Marvel

83	2150.00	3000.00
1st app. of Thor		
84	600.00	600.00
85	325.00	325.00
86	225.00	225.00
87-89	150.00	150.00
90	85.00	85.00
91-92	75.00	75.00
93,97	100.00	100.00
94-96	75.00	75.00
98-100	75.00	75.00
101-108	50.00	50.00
109	60.00	65.00
110	50.00	50.00
111,113-125	40.00	40.00
112	100.00	185.00
2nd series		
1	1.25	6.50
2-3,5	1.25	3.50
4,6-19	1.25	2.00

JUDGE DREDD
Eagle/Quality

1	10.00	15.00
2-35	3.50	3.50

JUDGE DREDD
Fleetway/Quality

1	2.25	2.25
2-50	1.75	1.75
51-70	2.00	2.00

JUNGLE ACTION
Marvel

1	7.50	10.00
2-4	2.25	7.00
5	7.50	15.00
6-10	4.00	8.00
11-18	2.00	4.00
19-24	1.50	3.00

JUSTICE LEAGUE
DC Comics

1	4.50	8.00
2	3.00	4.50
3	2.00	3.00
3	50.00	85.00
Test cover		
4-7	2.00	4.00
8-10	2.50	2.50
11-23	1.25	1.50
24	1.50	1.50
25-49	1.25	1.50
50	1.75	1.75
51-62	1.00	1.50
63-68	1.25	1.50
69	11.00	20.00
70	6.00	11.00
70 2nd print	1.25	1.25
71	1.75	3.00
72-73	1.25	2.00
74-79	1.25	1.25
Annual 1-6	2.00	2.00
Annual 5 2nd p.	2.00	2.00

MAN OF STEEL #1

HERO TIP:

Publisher:	DC
Issue No.:	#1
Writer:	John Byrne
Artist:	John Byrne
Inker:	Tom Ziuko
Cover Price:	75¢
Current Low Price:	$1.00
Current High Price:	$3.00

Overview: John Byrne redoes the Superman mythos in a completely different direction.

HERO RATING:
★★★

H.I. PICK

It's hard to find a John Byrne book from this era that only goes for this little. Definitely has potential to go up. With the current Supes storyline this book has little, if any, relevance in the DC universe. Rather large print run.

DEALER PICK

"Great revamp by John Byrne. Supe's death causing interest but not significantly...Very low priced Superman "new start" with many new Superman readers, good movement on this title...Important intro to the new Superman we've come to know, love, and kill, this book could lose interest fast."

HERO
PRICE GUIDE

HERO CONTEST #155

WIN MONSTER OF FRANKENSTEIN #1

This isn't your average superhero fare. Monsters like Frankenstein, Dracula, the Werewolf and the Mummy have been around for decades before a certain red and blue caped individual started leaping about the sky. To win this piece of history, send us your non-winning HERO GOLD card to enter the drawing, and answer a few trivia questions. Ooooh, scary, kids!

1. Who created Frankenstein's Monster?

2. Who was the first actor to play this character in the movies?

3. Who did Frankie team up with in Marvel Team-Up?

Special 1	2.00	2.00
Special 2	3.00	3.00
Spectacular 1	1.50	1.50

JUSTICE LEAGUE EUROPE

DC Comics

1	2.00	2.00
2-50	1.25	1.25
Annual 1-2	2.00	2.00
Annual 3	2.50	2.50

JUSTICE LEAGUE OF AMERICA

DC Comics

1	1500.00	1500.00
2	430.00	430.00
3	350.00	350.00
4	270.00	270.00
5	190.00	190.00
6-8,10	150.00	150.00
9	250.00	250.00
11-15	120.00	120.00
16-20	90.00	90.00
21	170.00	200.00
1st JSA X-over		
22	140.00	140.00
23-28	45.00	45.00
29-30	53.00	53.00
31	30.00	30.00
32	28.00	28.00
33	24.00	24.00
34	30.00	30.00
35-36	23.00	23.00
37-38	44.00	44.00
39	25.00	25.00
40-41	22.00	22.00
42-45	15.00	15.00
46	45.00	45.00
47-48	20.00	20.00
49-54	11.00	11.00
55	22.00	22.00
56	17.00	17.00
57,59-60	11.00	11.00
58	12.00	12.00
61-66	9.00	9.00
67	10.00	10.00
68-72	9.00	9.00
73-74	5.50	5.50
75	6.00	6.00
76	7.00	7.00
77-80	5.50	5.50
81-84	5.00	5.00
85	6.75	6.75
86-92	5.00	5.00
93	6.00	6.00
94	20.00	20.00
95-96	6.00	6.00
97	5.00	5.00
98-100	4.50	4.50
101-102	6.00	6.00
103-106	4.00	4.00
107-108	6.50	6.50
109-116	4.00	4.00
117-184	3.00	3.00
185-250	2.00	2.00
251-260	1.50	1.50
261	4.00	4.00
Annual 1	3.00	3.00
Annual 2-3	2.00	2.00

JUSTICE LEAGUE TASKFORCE

DC

1-4	1.25	1.25

KA-ZAR

Marvel

1 Giant-Size	14.00	14.00
2-3	9.00	9.00

KAMANDI, THE LAST BOY ON EARTH

DC Comics

1-2 Kirby	15.00	25.00
3	6.00	10.00
4-5	8.00	8.00
6-10	6.00	6.00
11-15	5.00	5.00
16-23	4.00	4.00
24-40	3.00	3.00
41-59	2.50	2.50

KAMANDI: AT EARTHS END

DC

1-4	1.75	1.75

KID ETERNITY

DC Comics

1-5	1.95	1.95
Limited series		
1-3	5.00	5.00

KITTY PRYDE AND WOLVERINE

Marvel

1	6.50	10.00
2-6	4.00	7.00

LEGENDS

DC Comics

1 Byrne	2.50	5.00
2-5	2.00	5.00
6	2.00	6.00
New Justice League		

L.E.G.I.O.N.

DC Comics

1	2.00	5.00
2	2.00	4.00
3-10	2.00	3.00
11-22	1.50	2.00
Lobo in most issues		
23	2.00	2.50
24-40	1.50	2.00
41-47	1.50	1.50
48-49	1.75	1.75
50	3.50	3.50
51-58	1.75	1.75

LEGIONNAIRES

DC

1	1.50	1.75
2-6	1.25	1.25

LEGION OF SUPER-HEROES

DC Comics

Limited series (Reprints)		
1	10.00	10.00
2-4	5.00	5.00
1st series		
259	3.00	4.00
260-270	2.00	2.00
271-284	1.50	1.50
285-290	2.00	2.00
291-299	1.50	1.50
300	2.00	2.00
301-305	1.20	1.50
306-313	0.75	1.00
Annual 1	2.00	2.00
Annual 2	1.50	1.50
2nd series		
1	2.00	2.00
2-42	1.75	2.00
43-44	1.00	1.50
45	3.00	3.00
46-49	1.00	1.50
50	2.50	3.00
51-63	1.00	1.50
1	2.00	2.00
2-10	1.60	2.00
11-14	1.20	1.50
15-18	1.60	2.00
19-36	1.20	1.50
37	10.00	12.00
38	10.00	12.00
Death of Superboy		
39-44	1.00	1.50
45	3.00	3.00
46-49	1.00	1.50
50	2.50	2.50
51-63	1.00	1.50
Annual 1	2.00	2.00
Annual 2-4	2.00	2.25
3rd Series		
1-46	1.75	1.75
Annual 1-4	3.50	3.50

LOBO

DC Comics

1	6.00	8.00
1 2nd print	2.50	2.95
2	6.00	8.00
3-4	2.00	6.00

LOBO INFANTICIDE

DC Comics

1-4	2.00	2.00

LOBO'S BACK

DC Comics

1	2.00	3.00
2-4	1.75	2.00

LOGAN'S RUN

Marvel

1	4.00	6.00
2-5,7	2.00	3.00
6	18.00	20.00

LOVE AND ROCKETS

Fantagraphics

1	45.00	50.00
2	10.00	12.00
3-5	7.00	8.00
6-10	4.00	5.00
11	2.50	3.00
12-41	2.50	2.50
2nd prints	3.00	3.00

MACHINE MAN

Marvel

1 Kirby	2.00	3.00
2-17	1.50	2.00
18	2.00	5.00
19	15.00	18.00
1st app. of Jack-O-Lantern		
Limited Series		
1	1.50	3.00
2-4	1.50	2.00

MACROSS

Comico

1	10.00	30.00

MADMAN

Tundra

1-3	5.00	5.00
1-3 Signed Set	50.00	50.00

MADMAN ADVENTURES

Tundra

1-2	2.95	3.50
3	2.95	2.95

MAGE

Comico

1	8.00	15.00
2	6.00	12.00
3	4.00	10.00
6	14.00	16.00
	8.00	10.00
8	3.00	4.00

MAGNUS, ROBOT FIGHTER

Gold Key

1	130.00	200.00
2	66.00	100.00
3	63.00	100.00
4	23.00	65.00
5	15.00	65.00
6	55.00	75.00
7	55.00	75.00
8	55.00	100.00
11	35.00	40.00
21	22.00	40.00
	22.00	28.00
	10.00	16.00

MAGNUS ROBOT FIGHTER

Valiant

o cards	40.00	100.00
th cards	45.00	110.00
	33.00	48.00
	19.00	28.00
	15.00	20.00
	15.00	18.00
e App	27.00	38.00
	12.00	14.00
	7.00	10.00
Turok	70.00	85.00
	5.00	8.00
	5.00	9.00
	2.25	6.00
	3.00	5.00
	3.75	10.00
old	40.00	85.00
	2.25	5.00
	2.00	3.50
6-28	1.75	2.25
	2.00	3.00

MAN OF STEEL, THE

DC Comics

yrne	1.00	3.00
	1.00	2.00

MAN-BAT

DC Comics

	5.00	10.00
	4.00	6.00

MAN-THING

Marvel

st series		
	10.00	20.00
	5.00	10.00
	3.00	7.00
	4.00	8.00
	2.00	3.00
2nd series		
1-11	1.00	1.00

MANTRA

Malibu/Ultraverse

1	1.95	1.95

MARC SPECTOR: MOON KNIGHT

Marvel

1	4.00	5.00
2-7	2.00	3.00
8	4.00	6.00
9	5.00	9.00
10-49	2.00	3.00

MARSHAL LAW

Epic (Marvel)

1	3.00	4.00
2-6	2.00	3.00

MARVEL AND DC PRESENT

Marvel

1	15.00	20.00
Teen Titans and X-Men		

MARVEL CHILLERS

Marvel

1	3.00	4.00
2-7	1.00	2.00

MARVEL COMICS PRESENTS

Marvel

1 Wolverine	6.00	9.00
2-5	4.00	6.00
6-10	4.00	5.00
11-32	2.50	3.00
33	3.00	4.00
33-37	2.00	3.00
38	5.00	7.00
39-47	2.00	4.00
48-50	4.00	6.00
51-53	3.00	4.00
54-61	2.25	3.50
62	7.00	9.00
63	4.00	6.00
64-71	3.00	4.00
72	3.00	6.00
Weapon X begins		
73	1.75	4.00
74	1.75	4.00
75-80	2.00	3.50
81-84	2.00	3.00
85	5.00	12.00
86	4.00	7.00
87-90	2.00	3.00
91-137	1.25	1.50

MARVEL COMICS SUPER-SPECIAL

Marvel

1 KISS	60.00	75.00
2	5.00	5.00
3	3.00	3.00
4 Beatles	10.00	10.00
5 KISS	50.00	60.00
6	3.00	3.00
7 Sgt. Pepper	20.00	40.00
Does this comic exist?		
8-13	3.00	3.00
14-15	1.50	1.50
16-41	2.00	2.00

MARVEL FANFARE

Marvel

1	8.00	10.00
2	5.00	7.00
3-4	4.00	5.00
5	2.00	4.50
6-32	2.00	3.00
33	4.50	6.00
34-53	2.00	3.00
54-55	3.50	3.50
56-60	2.50	2.50

MARVEL FEATURE

Marvel

1	62.00	70.00
1st app. of Defenders		
2 Defenders	25.00	35.00
3 Defenders	25.00	35.00
4	10.00	20.00
5-10	5.00	7.00
11	10.00	10.00
12	10.00	12.00

MARVEL PREMIERE

Marvel

1 Warlock	49.00	65.00
2-3	30.00	38.00
4	15.00	18.00
5-9	8.00	10.00
10	10.00	14.00
11-14	6.00	7.50
15 1st Iron Fist	45.00	60.00
17	15.00	20.00
16,18-24	12.00	16.00
25	15.00	25.00
26-27	5.00	5.00
28	15.00	15.00
29-56	2.00	2.00
57	3.50	3.50
58-60	2.00	2.00

MARVEL PRESENTS

Marvel

1	6.00	6.00
2	4.00	4.00
3	25.00	35.00
Guardians of the Galaxy		
4-7	12.00	17.00
8	15.00	17.00
9-12	13.00	17.00

MARVEL PREVIEW

Marvel

2 Punisher	90.00	180.00
1,3-7	2.00	4.00
8	9.00	12.00
9-20	2.00	3.00
21	5.00	5.00
22-24	2.00	2.00

MARVEL SPOTLIGHT

Marvel

1	24.00	35.00
2	27.00	50.00

MONSTER OF FRANKENSTEIN
#1

Publisher:	Marvel
Issue No.:	#1
Writer:	Gary Friedrich
Artist:	Mike Ploog
Inker:	Mike Ploog
Cover Price:	20¢
Current Low Price:	$13.00
Current High Price:	$16.00

Overview: Marvel takes a shot at the Frankenstein legend with some changes, way before Midnight Sons.

HERO TIP:

HERO RATING:
★★★

H.I. PICK

Mike Ploog took some blase' horror titles in the 70s and turned out some fine work with some equally fine writing by Friedrich. This book came out prior to the Marvel Spotlight Ghost Rider issues. Classic stuff, Maynard.

DEALER PICK

Deservedly forgetable. This one should be located in your local comic shop's bargain bin... Marvel completests will seek this book out and keep seeking it out. It's existence is scarce, at least...70's books are all hot, especially high grade...This book is really undervalued with Mike Ploogs art."

TEAM -UPS WE'D LIKE TO SEE

- Catwoman and Black Widow (illustrated by Adam Hughes)
- Uncle Scrooge and Killer Croc
- Galactus and Matter Eater Lad
- Barney and Turok, Dinosaur Hunter
- Magnus, Robot Fighter and Data
- Rog 2000 and R2-D2
- Bugs Bunny vs. the Energizer Bunny (still going)
- The Tick and the Orkin Man
- Spider-Woman, She-Hulk, Supergirl, and Batgirl (called The Supershe-roes)
- Superman and Martha Rae, denture wearer
- Beta Ray Bill and Mr. Ed
- Morticia Addams and Lillian Munster
- Yoda and Fozzie Bear (and they can even save on sound effects)
- Yogi Bear and Yogi Berra. (It's a hit, Boo Boo!)
- Wolverine, the Beast, The Badger, and the ASPCA
- Thanos and Bullwinkle J. Moose
- Captain Mar-vel and Captain, um, SHAZAM!

3-4	15.00	20.00
5 Ghost Rider	100.00	130.00
6-8	40.00	90.00
9-10	25.00	45.00
11	35.00	45.00
12 Son of Satan	25.00	40.00
13-21,23	5.00	9.00
22	10.00	20.00
24	5.00	10.00
25-27	3.50	3.50
28-29	9.00	12.00
30-31	3.50	3.50
32-33	7.00	7.00
2nd series		
1-11	1.00	1.00

MARVEL SUPER-ACTION

Marvel

1 Punisher	75.00	90.00

MARVEL SUPER-HERO CONTEST OF CHAMPIONS

Marvel

1-3	4.50	5.00

MARVEL SUPER-HEROES

Marvel

12	95.00	135.00
1st app. of Marvel's Capt Marvel		
13	45.00	80.00
14	85.00	100.00
15-17	12.00	17.00
18	55.00	75.00
1st app. of Guardians of the Galaxy		
19-20	12.00	17.00
2nd Series		
1,3	4.00	4.00
2	3.00	3.00
4-10	3.50	3.50
11	2.50	2.50

MARVEL SUPER-HEROES SECRET WARS

Marvel

1	3.00	5.00
2-7	3.00	3.00
8	10.00	15.00
Spidey gets black suit which becomes Venom		
9-12	3.00	3.00

MARVEL TEAM-UP

Marvel

1	60.00	80.00
2	24.00	30.00
3	35.00	50.00
4	40.00	60.00
X-Men, Morbius		
5-12	10.00	15.00
13-14	8.00	10.00
15	12.00	20.00
16-20	8.00	10.50
21-25	7.00	7.00
26-38	6.00	6.00
39-45	5.00	5.00
46	10.00	10.00
47-50	5.00	5.00
51-52,54	4.00	4.00
53 X-Men	14.00	14.00
55	8.00	8.00
56-57	4.00	4.00
58-60	6.00	6.00
61-70,75	4.00	4.00
71-74	3.50	3.50
76-78,80	3.50	3.50
79	4.00	4.00
81-85	2.50	2.50
86	4.00	4.00
87-88,90	2.50	2.50
89	3.00	3.00
91 Ghost Rider	5.00	5.00
92-99	2.50	2.50
100	8.00	8.00
101-116	2.00	2.00
117 Wolverine	13.00	13.00
118-140	2.00	2.00
141	3.00	3.00
142-149	2.00	2.00
150	4.00	4.00
Annual 1	15.00	15.00
X-Men		
Annual 2-7	3.50	3.50

MARVEL TWO-IN-ONE

Marvel

1	20.00	30.00
2-4	8.00	12.00
5	16.00	24.00
Guardians of the Galaxy		
6	13.00	24.00
7	7.00	10.00
8 Ghost Rider	10.00	20.00
9-10	6.00	10.00
11-26	4.00	5.00
27	7.00	7.00
28-40	4.00	4.00
41-42	2.00	2.00
43	2.50	2.50
44-45	2.00	2.00
46,50	2.50	2.50
47-49	2.00	2.00
51-52	3.00	3.00
53-55	2.50	2.50
54	8.00	17.00
Death of Deathlok		
56-60	1.50	1.50
61-63	3.00	3.00
64-68	1.50	1.50
69	5.00	5.00
70-79	1.50	1.50
80 Ghost Rider	6.00	6.00
81-82	1.50	1.50
83-84	2.00	2.00
85-99	1.50	1.50
100	2.00	2.00
Annual 1	2.50	2.50
Annual 2	27.50	27.50
Starlin: death of Warlock		
Annual 3-4	2.00	2.00
Annual 5	1.25	1.25

MASK, THE

Dark Horse

0	6.00	6.00
1	11.00	15.00
2	7.00	10.00
3-4	4.00	6.00

MASK RETURNS

Dark Horse

1	2.50	4.00
2	2.25	2.25

MASTER OF KUNG-FU

Marvel

15	25.00	34.00
1st App. Shang-Chi		
16	24.00	25.00
17	15.00	20.00
18-20	9.00	12.00
21-23	5.00	7.00
24	6.50	12.00
25-30	5.00	7.00
31-50	3.00	4.00
51-99	2.50	2.50
100	4.00	4.00
101-125	2.00	2.00
Annual 1	5.00	5.00

MAXX, THE

Image Comics

1	1.25	3.00
1	25.00	50.00
Glow in dark cover		

MEET ANGEL

DC Comics

7	10.00	10.00

MEGATON

Megaton Pubs

1	7.50	12.00
2	5.00	30.00
3	12.00	35.00
1st app. of Savage Dragon		
4 Dragon	5.00	25.00
5	3.50	3.50
6-	2.00	2.00
V2 1-3	1.50	1.50

MEPHISTO VERSUS

Marvel

1	2.00	2.00
2-4	1.75	1.75

METAL MEN

DC Comics

1	250.00	250.00
2	80.00	100.00
3-	50.00	60.00
6-10	40.00	40.00
11-20	28.00	30.00
21-26	18.00	20.00
27	45.00	45.00
28-30	17.00	20.00
31-32	15.00	15.00
33	15.00	17.00
34-41	15.00	15.00
42-56	7.50	9.00

METAMORPHO

DC Comics

1	65.00	70.00
2-	35.00	38.00
4-	20.00	23.00
7-	16.00	23.00
10	22.00	27.00
11-12	12.50	16.00
13-17	12.50	12.50
Limited Series		
1-	1.50	1.50

MICHAELANGELO

Mirage

1	6.00	11.00
1 2nd print	2.50	2.50

MIGHTY COMICS

Archie

40	12.50	12.50
41-50	10.00	10.00

MIGHTY CRUSADERS

Archie

1	27.00	27.00
2	15.00	15.00
3,5-7	12.50	12.50
4	17.50	17.50

MISTER MIRACLE

DC Comics

1 Kirby	15.00	15.00
2-3	10.00	10.00
4-9	7.50	7.50
10-18	5.00	5.00
19-25	4.00	4.00
Special 1	1.75	1.75

MISTER MONSTER

Eclipse

1	5.00	5.00
2	3.00	3.00
3-10	2.00	2.00

MOON KNIGHT

Marvel

1	3.00	5.00
2-38	1.50	1.50

MOONSHADOW

Epic (Marvel)

1	3.50	8.00
2-5	2.00	5.00
6-12	2.00	4.00

MORBIUS THE LIVING VAMPIRE

Marvel

1	3.00	4.25
2-4	2.50	4.00
5-8	1.75	2.50

MS. MARVEL

Marvel

1	3.00	4.00
2	3.00	3.00
3-10	2.50	3.00
11-23	1.50	2.00

MY GREATEST ADVENTURE

DC Comics

1	575.00	575.00
2	250.00	250.00
3-5	175.00	175.00
6-10	125.00	125.00
11-15,19	85.00	85.00
16-18	100.00	100.00
20-21,28	100.00	100.00
22-27	55.00	55.00
29-30	50.00	50.00
31-40	40.00	40.00
41-50	27.00	27.00
51-57,59	25.00	25.00
58,60-61	30.00	30.00
62-79	15.00	15.00
80	225.00	225.00
1st app. of Doom Patrol		
81-85	85.00	85.00

MYSTERY IN SPACE

DC Comics

53	675.00	675.00
Adam Strange begins		
54	250.00	250.00
55	150.00	150.00
56-60	100.00	100.00
61-71	70.00	70.00
72-74	50.00	50.00
75	130.00	130.00
76-80	45.00	45.00
81-86	25.00	25.00
87	85.00	120.00
88-90	45.00	45.00
91-103	12.50	12.50
104-110	5.00	5.00
111-117	2.00	2.00

NAM, THE

Marvel

1	3.00	5.00
1 2nd print	1.00	1.00
2	2.00	3.00
3-7	1.50	2.25
8-74	1.00	1.50
75	1.00	2.75
76-84	1.00	1.75
52-53 2nd print	1.00	1.25

NAMOR THE SUB-MARINER

Marvel

1	5.00	10.00
2-5	2.00	2.00
6-11	1.50	1.50
12	2.00	2.00
13-22	1.00	1.00
23-25	1.50	1.50
26 Jae Lee	10.00	12.00
27-28	4.00	5.00
29-30	2.00	6.00
31-36,38-40	1.50	1.50
37	1.50	5.00
Annual 1	2.00	2.00
Annual 2	2.50	2.50

NEW GODS

DC Comics

1	20.00	25.00
1st app., Kirby		
2	14.00	14.00
3	12.00	12.00
4-9	9.00	9.00
10-11	7.00	7.00
12-19	1.00	1.00
2nd series		
1	2.00	2.00
2-28	1.50	1.50
Reprint series1-6	2.00	2.00
#6 has new story by Kirby		

NEW MUTANTS

Marvel

1	5.00	7.00
2-3	3.00	4.00
4-20	2.00	3.00

NEW MUTANTS #100

HERO TIP:

Publisher:	Marvel
Issue No.:	#100
Writer:	Fabian Nicieza
Artist:	Rob Liefeld
Inker:	Rob Liefeld
Cover Price:	$1.25
Current Low Price:	$7.00
Current High Price:	$10.00

Overview: The final issue of this title before the name was changed to X-Force.

HERO RATING:

★★

H.I. PICK

Three different printings on this book have left a ton of them available nearly everywhere. Has no real importance in the continuity or with any origins or special appearances. Probably overpriced at $10.00.

DEALER PICK

"X-Force has lost some readership, however the Rob Liefeld books still sell well...With Liefeld's Decline in popularity I wouldn't advise for investment...X-pabulum with so-so demand...My advice to any collector is dump this book as quickly as possible, we have very few requests for New Mutants."

HERO PRICE GUIDE

HERO CONTEST #156

WIN OMEGA MEN #3

I sees ya, friggin' Lobo lover. You wanna win a copy of da book? Den ya know what to do. I [illegible] don't [illegible]. Any [illegible] lookin' [illegible] Tammy Fay Bakker will [illegible]. Now answer these questions.

1. In what issue do the Omega Men make their debut?

2. What is Lobo's real name?

3. What does Lobo keep [illegible]?

4. When is Lobo a real [illegible]? I know we already asked this one, but who's gonna tell that [illegible]?

21	4.50	6.00
22-51	2.00	2.50
52-58	1.50	3.00
59	4.00	5.00
60-62	1.00	3.00
63	3.00	4.00
64-72	1.50	2.00
73	1.50	2.50
74	1.50	2.00
75-80	1.50	3.00
81	1.00	1.50
82-84	1.50	3.00
85	1.50	4.00
86 Liefeld	10.00	15.00
87 1st Cable	40.00	87.00
87 2nd print	2.00	2.00
88	15.00	28.00
89	13.00	20.00
90	10.00	14.00
91	10.00	13.00
92	5.00	10.00
93	12.00	17.00
94-95	9.00	15.00
95 2nd print	3.00	4.00
96	9.00	13.00
97	9.00	12.00
98	9.00	22.00
99-100	7.00	10.00
100 2nd print	2.00	6.00
100 3rd print	2.00	3.50
Annual 1	4.00	4.00
Annual 2,4	3.00	3.00
Annual 3	2.00	2.00
Annual 5	5.00	18.00
Annual 6	2.00	5.00
Annual 7	8.00	8.00
Special 1	5.00	5.00
Summer Spec. 1	3.00	3.00

NEW TEEN TITANS
DC Comics

1 Perez	7.00	10.00
2	15.00	20.00
1st App. Deathstroke		
3-9	3.00	3.00
10	8.00	8.00
11-20	2.00	2.00
21-30	1.50	1.50
31-33	1.00	1.00
34	4.00	4.00
35-40	1.00	1.00
2nd series		
1	3.00	3.00
2-3	2.50	2.50
4-9	2.00	2.00
10	2.00	6.00
11-19	1.50	1.50
20	2.00	2.00
21-49	1.50	1.50
Annual 1-4	2.00	2.00

NEW TITANS
DC Comics

50 Perez	4.00	4.00
51-59	2.00	2.00
60	4.00	6.00
61	3.00	3.00
62-65	4.00	4.00
66-79	3.00	3.00
80-99	2.00	2.00
100	3.50	3.50
Annual 5-8	3.00	3.00

NEW WARRIORS
Marvel

1	15.00	17.00
1 2nd print	3.00	3.00
2	10.00	12.00
3	7.00	8.00
4-5	6.00	8.00
6-7	4.00	8.00
8-9	6.00	8.00
10	3.00	4.00
11-14	2.50	4.00
15-17	1.50	4.00
18-24	1.50	1.50
25	2.50	2.50
26-38	1.50	1.50
Annual 1	4.00	4.00
Annual 2-3	2.50	2.50

NEXUS
Capital

1	10.00	25.00
2	5.00	10.00
3	5.00	8.00

Magazine size, B&W

NEXUS
Cepha/First

1-5	2.00	2.00
6-73	1.50	2.00

NEXUS: ALIEN JUSTICE
Dark Horse

1-3	3.95	3.95

NICK FURY VS. SHIELD
Marvel

1	3.00	7.00
2	3.00	8.00
3-6	3.75	8.00

NICK FURY, AGENT OF SHIELD
Marvel

1 Steranko	30.00	35.00
2-4	18.00	20.00
5	23.00	24.00
6-7	10.50	11.00
8-11	5.75	6.00
12	7.50	8.00
13	5.50	6.00
14	2.00	3.50
15	18.00	20.00
2nd series		
1-2	1.50	2.00
3-26	1.00	1.50
27-29	1.50	2.00
30-31	1.00	1.50
32-42	1.50	1.75

NIGHT THRASHER
Marvel

1	1.75	1.75

NIGHT THRASHER: FOUR CONTROL
Marvel

1	2.00	2.75
2-4	1.75	2.00

NIGHTCRAWLER
Marvel

1	2.00	2.50
2-4	1.50	2.00

NIGHTSTALKERS
Marvel

1	3.00	3.50
2-7	2.00	2.75

NOMAD
Marvel

Regular series		
1	3.00	4.00
2-5	1.75	2.00
6-18	1.50	1.75
Limited Series		
1	2.00	2.50
2-4	1.75	2.00

NOMAN
Tower Comics

1	30.00	34.00
2	20.00	22.00

NOT BRAND ECHH
Marvel

1	19.00	24.00
2-8	12.00	15.00
9-13	14.00	16.00

NOVA
Marvel

1	6.50	10.00
2-11	3.00	4.00
12	4.00	4.50
13-25	1.50	2.00

OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE
Marvel

1	5.50	6.00
2	4.75	5.00
3-5	3.75	4.00
6-9	2.75	3.00
10-15	2.00	2.50
2nd series		
1	3.50	4.00
2-5	2.50	3.00
6-10	2.00	2.50
11-20	1.75	2.00
3rd series		
1-8	1.00	1.50

OMEGA MEN
DC Comics

1	1.50	1.75
2,4	0.50	1.00
3 1st Lobo	5.00	15.00
5 Lobo	5.00	6.00
6-8	0.50	1.00
9 Lobo	4.00	5.00
10	7.00	10.00
11-18	0.50	1.00
19 Lobo	1.00	1.50
20 Lobo	6.00	9.00
21-36,38	0.50	1.00
37 Lobo	2.50	3.00
Annual 1	1.00	1.50
Annual 2	1.00	1.50

OUTSIDERS, THE
DC Comics

1-28	1.00	1.50
Annual 1	2.00	2.00

PACIFIC PRESENTS
Pacific Comics

1 Rocketeer	7.50	12.00
2	3.00	5.00
3-4	2.50	2.50

PENDRAGON
Marvel

1	1.50	1.50
2-13	1.25	1.25

PHANTOM STRANGER
DC Comics

1	40.00	40.00
2-3	15.00	15.00
4	16.00	16.00
5-7	10.00	10.00
8-14	7.00	7.00
15-19	5.00	5.00
20-41	3.00	3.00
Limited Series		
1-4	1.25	1.25

PHOENIX
Marvel

1	6.00	10.00

One shot story on Phoenix

PITT
Image

1 Dale Keown	4.00	11.00

PLASTIC MAN
DC Comics

1	42.00	42.00
2-5	20.00	20.00
6-10	10.00	10.00
11-20	2.50	2.50

PLOP!
DC Comics

1-20	4.00	4.00
21-22,24	4.50	4.50
23	1.75	1.75

POWER MAN
Marvel

17	12.00	12.00
18-20	7.50	7.50
21-31	5.00	5.00
32-50	3.50	3.50
51-56	1.75	1.75
57 X-Men	6.00	6.00
58-60	1.75	1.75
61-65,67	1.25	1.25
66 Sabretooth	32.00	32.00

POWER MAN AND IRON FIST
Marvel

68-77	1.25	1.25
78 Sabretooth	12.50	25.00
79-83	1.25	1.25
84 Sabretooth	11.00	15.00
85-124	1.25	1.25
125	2.50	2.50
Annual 1	4.50	4.50

PREDATOR
Dark Horse

1	20.00	28.00
1 2nd print	7.50	7.50
1 3rd print	4.00	4.00
2	6.00	15.00
2 2nd print	3.00	3.00
3	5.00	8.00
4	5.00	7.50

PREDATOR BLOODY SANDS OF TIME
Dark Horse

1-2	3.00	3.00

PREDATOR VS. MAGNUS
Dark Horse/Valiant

1	1.75	9.00
1 Platinum	55.00	66.00
2	3.00	5.00

PREDATOR: BIG GAME
Dark Horse

1	3.00	4.50
2-4	2.75	3.25

PRIME
Malibu/Ultraverse

1-3	1.95	1.95

PRIMER
Comico

1	4.50	4.50
2	40.00	100.00
Grendel		
4	5.00	6.50
3,6	4.00	4.00
5 Sam Kieth art	4.00	10.00

OMEGA MEN #3

HERO TIP:

Publisher:	DC
Issue No.:	#3
Writer:	Roger Slifer
Artist:	Kieth Giffen
Inker:	Mike Decarlo
Cover Price:	$1.00
Current Low Price:	$5.00
Current High Price:	$15.00

Overview: First appearance of Lobo in his first costume before he went chains and leather.

HERO RATING:
★★★★

H.I. PICK

Lobo has become the Wolverine of the DC universe in raw exposure. You can't swing a dead cat without hitting a Lobo appearance. But he is awful fraggin' popular, and this book is cheap compared to Wolvie's first showing.

DEALER PICK

"Lobo is hardly recognizable in this! Only for the hard core completest...This title jumped when Lobo first became hot. It has slowed some lately...People get more sick of Lobo with every new series he appears in. I see this book decreasing soon. It took people 5 yrs. to take notice of him."

TOP TEN WORST STORY TITLES

Over the years, there have been some [illegible] lame story titles. Some that are [illegible] just plain [illegible]. But, there are a [illegible] out there that have never been used. Why? We don't know! Go figure! Here are a few of our favorites:

10. "[illegible] MY, [illegible]"

9. "[illegible] ME A [illegible]CLASH"

8. "DON'T CALL ME STU-PID"

7. "[illegible] OF THE [illegible] AUNT"

6. "[illegible]"

5. "[illegible] THE DUCK!"

4. "[illegible] #4,927"

3. "IF IT WEREN'T FOR THIS LOUSY SUPER-POWER, I COULD GET A DATE"

2. "I'LL BET YOU CAN'T DEFINE THAT THREE TIMES FAST"

1. "I'M SORRY, I THOUGHT YOU SAID YOU WANTED MY [illegible]"

So if you think you can come up with any better [illegible] write us at:

[illegible]
[illegible]
[illegible]
[illegible], IL 60148

And make 'em good!

PUNISHER
Marvel

1	9.00	27.00
2	7.50	12.00
3,6	6.00	9.00
4-5	7.00	8.00
7	6.00	8.00
8	7.50	10.00
9	10.00	15.00
10 Daredevil	20.00	25.00
11	6.00	10.00
12 15	6.00	7.50
16-17	4.00	4.50
18-20	3.75	4.50
21-25	2.00	3.50
26-40	1.50	2.50
41-49	1.50	1.50
50	1.50	2.50
51-52	1.25	1.25
53	1.25	4.50
54-55	1.25	2.00
56	1.25	1.50
57	1.25	3.50
58	1.25	2.50
59	1.25	1.75
60-62	1.25	1.50
63 74	1.25	1.50
75	3.00	3.00
76-80	1.25	1.25
Annual 1	8.00	12.50
Annual 2	5.00	7.50
Annual 3-5	2.50	2.50
Back to School 1	3.50	3.50
Bloodlines 1	6.25	6.25
G-Force 1	5.25	5.25
Limited Series		
1	30.00	55.00
2	15.00	26.00
3	9.00	16.00
4-5	7.50	12.50
Movie Spec. 1	6.50	6.50
No Escape 1	6.00	6.00
Summer Spec. 1	3.50	3.50
Summer Spec. 2	3.00	3.00
The Prize1	5.00	5.00

PUNISHER 2099
Marvel

1	1.50	6.00
2	1.00	1.75
3-7	1.25	1.50

PUNISHER ARMORY
Marvel

1	4.00	5.50
2	2.00	6.00
3	2.00	5.00
4	2.00	3.00

PUNISHER WAR JOURNAL
Marvel

1 Jim Lee	10.00	17.00
2	9.00	14.00
3-4,7	7.00	10.00
5	7.50	10.00
6 Wolverine	15.00	21.00
8-10	4.00	7.50
11	4.50	4.50
12	4.50	7.00
13	3.50	4.50
14-16	3.00	3.00
17-19	4.50	4.50
20-22	3.00	3.00
23-28	2.00	2.00
29-30	1.50	3.50
31-49	2.00	2.00
50	3.00	3.00
51-55	2.00	2.00
56-57	1.75	1.75

PUNISHER: P.O.V.
Marvel

1-2 Wrightson	5.00	5.00
3-4	4.00	5.00

PUNISHER: WAR ZONE
Marvel

1	2.50	5.00
2-15	2.50	3.00

THE SECRET OF MERLIN'S ARMOR!

QUASAR
Marvel

1	2.25	2.25
2-5	1.75	1.75
6	2.25	2.25
7	2.75	2.75
8-15	1.25	1.25
16	1.50	1.50
17	2.25	2.25
18-24	1.25	1.25
25	1.50	1.50
26	2.25	2.25
27-48	1.25	1.25

RAGMAN
DC Comics

1st series		
1	3.25	6.00
2-5	1.50	3.00
Limited Series		
1	3.25	3.25
2-5	1.75	1.75
6-8	1.50	1.50

RAGMAN: CRY OF THE DEAD
DC Comics

1-2	1.75	1.75

RAI
Valiant

0	15.00	22.00
1	21.00	30.00
2	15.00	30.00
3	50.00	90.00
4	50.00	100.00
5	10.00	30.00
6	4.00	6.00
7	5.50	8.00
8	5.00	11.00

RAI & THE FUTURE FORCE
Valiant

9	2.00	3.00
9 Gold	35.00	40.00
10	1.75	2.50
11-12	2.25	2.25

RAPHAEL
Mirage

	9.00	9.00
2nd print	3.50	3.50

RAVAGE 2099
Marvel

	1.50	2.25
8	1.00	1.25

RAY, THE
DC Comics

Quesada	5.00	7.50
2	2.00	5.00
	2.00	4.00
	2.00	3.50
5-6	2.00	3.00

REN & STIMPY
Marvel

1 Bagged	15.00	30.00
1 2nd print	2.00	3.00
2	9.00	15.00
	6.00	10.00
	4.00	7.00
5	1.75	4.00
6	1.00	2.00
7-11	1.75	1.75

RIP HUNTER TIME MASTER
DC Comics

1	300.00	300.00
2	150.00	150.00
3 5	85.00	85.00
6	65.00	65.00
8 15	40.00	40.00
1 -20	35.00	35.00
2 29	25.00	25.00

ROBIN
DC Comics

	5.00	7.00
1 2nd print	2.25	2.25
rd print	1.25	1.25
2	2.75	2.75
nd print	1.00	1.00
	1.25	2.00
4	1.25	1.75
Annual 1	3.00	3.00

ROBIN 3000
DC Comics

-2	6.00	6.00

ROBIN II
DC Comics

1	1.50	1.50
2	1.50	1.50
3	1.50	1.50
4	1.50	1.50

Direct and Newstand, Multipul Covers for each

ROBIN III
DC Comics

1-6	2.25	2.25

ROBOCOP
Marvel

1	4.00	7.50
2	2.50	5.50
3-6	2.50	3.00
7-10	2.00	2.25
11-20	1.75	2.00
21-23	1.50	1.75

ROBOCOP 2
Marvel

1	3.25	3.25
2-3	1.25	1.25

ROBOCOP VERSUS TERMINATOR
Dark Horse

1	2.50	4.00
1 Platnum	45.00	50.00
2	2.00	2.50
3-4	1.90	2.50

ROBOCOP: PRIME SUSPECT
Dark Horse

1-3	3.25	3.25

ROBOTECH MASTERS
Comico

1	2.75	5.00
2-23	1.75	2.50

ROBOTECH: THE MACROSS SAGA
Comico

2	2.75	6.00
3-10	1.75	4.00
11-20	1.75	3.00
21-36	1.75	3.00

ROBOTECH: THE NEW GENERATION
Comico

1	2.75	5.00
2-10	2.25	3.50
11-25	2.25	3.00

ROCKETEER ADVENTURE MAGAZINE
Comico

1	6.00	10.00
2	3.50	10.00

ROM
Marvel

1	2.00	2.50
2-5	1.00	1.20
6-16	0.50	1.00
17-18	2.00	2.50
19-24	0.50	1.00
25	1.00	1.25
26-75	0.50	1.00
Annual 1-4	0.50	1.00

RONIN
DC Comics

1	3.75	4.00
2-5	2.75	3.00
6	5.75	6.00

SABRETOOTH
Marvel

1	2.95	2.95

SANDMAN
DC Comics

1st series		
1 Jack Kirby	6.00	15.00
2-6	4.00	5.00
2nd series		
1	40.00	52.00
2	25.00	38.00
3	20.00	31.00
4-5	19.00	25.00
6	15.00	15.00
7	10.00	15.00
8	40.00	150.00
Limited Edition		
8 1st app. Death	20.00	40.00
9-10	9.00	14.00
11-13	9.00	10.00
14	10.00	11.00
15	5.00	10.00
16-19	5.00	9.00
20	5.00	8.00
21	4.50	9.00
22-23	4.50	8.00
24-26	4.50	7.00
27	4.50	6.00
28-30	3.00	6.00
31-32	2.00	6.00
33	2.00	5.00
34-35	2.00	4.00
36	2.50	5.00
37	2.00	4.00
38-40	2.00	3.00
41	2.00	4.00
42-46	2.00	2.50
47-52	2.00	2.00
50 Black Cover	25.00	25.00

SAVAGE DRAGON
Image

1	7.00	10.00
2	4.00	6.00
3	3.00	5.00
2nd Series		
1	1.95	1.95
2	2.95	2.95

SAVAGE DRAGON VS.THE SAVAGE MEGATON MAN
Image

1	1.95	2.00
1 Gold	10.00	60.00

HERO TIP:

PREDATOR #1

Publisher:	Dark Horse
Issue No.:	#1
Writer:	Mark Verheiden
Artist:	Chris Warner
Inker:	de la Rosa/Emberlin
Cover Price:	$2.25
Current Low Price:	$20.00
Current High Price:	$28.00

Overview: The first Predator comic in the first mini-series. Came out prior to the second movie.

HERO RATING: ★

H.I. PICK

This book was the way the second movie should have been. But...Dark Horse has a tendancy to reprint and reprint well before demand has built up. This book went ballistic very quickly but there are a bunch out there.

DEALER PICK

"Still an excellent character, plenty of room for this book if a good movie comes out or ties into Aliens...Predator books fly, this one not so! High price has stagnated during the last year...There will always be some demand for it as long as they make Predator movies."

HERO PRICE GUIDE

HERO CONTEST #157

WIN PUNISHER #1

Who's the coolest killing machine of all? The Punisher, that's who! When I grow up, I wanna be just like him. All it takes is to eat my veggies every day, have my family gunned down in front of me, and lots and lots of target practice. You can win this comic without killing anybody. Just send in your non-winning HERO GOLD card and if we pick your entry, you'll be the lucky winner. Now, answer these silly questions.

1. You can pick your friends, and you can pick your nose, but what can't you pick?
2. If Peter Piper picked a peck of pickled peppers, how much is in a lousy peck?
3. Sally picks 30 apples a minute. Jesse picks 10 apples a minute. If Raphael picks twice their combined amount, how many can he pick in 47 seconds?

SAVAGE SHE-HULK
Marvel

1	4.75	5.00
2-10	2.00	2.50
11-25	1.50	2.00

SAVAGE SWORD OF CONAN
Marvel

1	60.00	65.00
2	25.00	30.00
3	13.00	15.00
4	10.00	12.00
5-10	8.00	10.00
11-20	7.00	8.00
21-50	5.00	7.00
51-100	3.75	4.00
101,109-176	2.75	3.00
102-108	3.00	15.00
177-211	2.00	2.25

SAVAGE TALES
Marvel

1 BW Smith	80.00	90.00
2	30.00	34.00
3	20.00	22.00
4-5	10.00	14.00
6	3.00	5.00
7	4.00	4.50
8	3.50	4.00
9,11	2.50	3.00
10	3.50	4.00

SEA DEVILS
DC Comics

1	275.00	275.00
2	125.00	125.00
3-5	75.00	75.00
6-10	40.00	40.00
11-12	25.00	25.00
13	32.00	32.00
14-20	25.00	25.00
21-35	21.00	21.00

SECRET DEFENDERS
Marvel

1	2.75	3.00
2-7	1.75	2.00

SECRET ORIGINS
DC Comics

1	3.50	3.50
2	3.00	3.00
3-5	2.50	2.50
6	4.25	4.25
7	2.00	2.00
2nd series		
1	4.00	10.00
2-4	4.50	4.50
5-7	3.25	3.25
8-10	2.00	2.00
11-12	1.75	1.75
13	4.25	4.25
14-30	1.75	1.75
31-38	1.50	1.50
39,50	4.25	4.25
40-49	1.50	1.50
one shot, 1961		
1	200.00	200.00

SECRET SIX
DC Comics

1	30.00	40.00
2-7	15.00	15.00

SENSATIONAL SHE-HULK
Marvel

1 Byrne	2.00	3.25
2-8	2.25	2.25
9-49	1.50	1.50
50	3.00	3.00

SGT. FURY & HIS HOWLING COMMANDOS
Marvel

1	400.00	500.00
2	175.00	175.00
3-5	90.00	90.00
6-10	65.00	65.00
11-12	32.00	32.00
13	100.00	100.00
Capt. America		
14-20	32.00	32.00
21-30	21.00	21.00
31-50	12.50	12.50
51-60	11.00	11.00
61-80	10.00	10.00
81-100	9.00	9.00
101-120	6.00	6.00
121-130	5.00	5.00
131-150	3.25	3.25
151-167	2.75	2.75
Annual 1	60.00	60.00
Annual 2	25.00	25.00
Annual 3	16.00	16.00
Annual 4	10.00	10.00
Annual 5-7	5.00	5.00

SHADE, THE CHANGING MAN
DC Comics

1 Ditko	5.00	5.00
2-8	2.50	2.50
2nd series		
1	3.00	4.00
2-10	2.00	3.00
11-26	2.00	2.25
27-34	1.75	2.00
35-37	1.75	1.75

SHADOW, THE
DC Comics

1 Kaluta	22.00	25.00
2	15.00	15.00
3	20.00	20.00
4,6	12.50	12.50
5,7-12	9.00	9.00

SHADOWHAWK
Image

1 Newsstand	5.00	15.00
1	14.00	25.00
Embossed with silver foil		
2	2.50	4.00
3	2.25	4.00
4	1.75	2.50
Volume 2		
1	3.50	3.50
2	1.95	1.95

SHADOWMAN
Valiant

1	26.00	35.00
2-3	14.00	20.00
4	5.00	7.00
5-7	5.00	7.00
8	8.00	17.00
1st App. Master Darque		
9	4.00	6.00
10	3.50	5.00
11	3.00	6.00
2	2.50	4.00
3-14	2.00	3.50
5	2.00	3.00
	2.00	[illegible]
[illegible]		

SHADOWRIDERS
Marvel

1-3	1.75	1.75

SHAMAN'S TEARS
Image

1-2	2.50	2.50

SHANNA THE SHE-DEVIL
Marvel

1	5.00	5.00
2	4.00	4.00
3-5	2.00	2.00

SHAZAM!
DC Comics

1	2.00	5.00
2-35	1.00	1.00

SHOGUN WARRIORS
Marvel

1	3.00	3.00
2-10	1.50	1.50
11-20	1.00	1.00

SHOWCASE
DC Comics

1	1400.00	1400.00
2	480.00	480.00
3	400.00	400.00
4	9000.00	10000.00
1st Flash		
5	550.00	550.00
6	1350.00	1350.00
1st Challengers of the Unknown		
7	700.00	700.00
8 Flash	3400.00	3400.00
9	1300.00	1300.00
10	950.00	950.00
11-12,15	550.00	550.00
13-14	1500.00	1500.00
16	350.00	350.00
17	850.00	850.00
18-19	455.00	455.00
20	400.00	400.00
21	150.00	150.00
22	2100.00	2500.00
1st Green Lantern		
23-24	700.00	700.00
25-26	120.00	120.00
27,30	350.00	350.00
28-29	150.00	150.00
31-33	160.00	160.00
34	800.00	1000.00
1st Atom		
35	450.00	450.00
36-37	320.00	320.00
38-40	180.00	180.00
41-42	80.00	80.00
43	280.00	280.00
Dr. No (James Bond)		
44	40.00	40.00
45	94.00	94.00
46-47	30.00	30.00
48-49,52	20.00	20.00
50-51	27.00	27.00
53-54	27.00	27.00
55	115.00	250.00
Dr. Fate and Hourman		
56	35.00	35.00
57-58	47.00	47.00
59	65.00	65.00
60	100.00	115.00
The Spectre		
61,64	54.00	54.00
62	43.00	43.00
63,65	20.00	20.00
66-72	9.00	9.00
73	54.00	54.00
The Creeper		
74	39.00	39.00
75	59.00	59.00
76	24.00	24.00
77	25.00	25.00
78	12.00	12.00
79	19.00	19.00
80	8.00	8.00
81	6.00	6.00
82-84	34.00	34.00
New Doom Patrol		
85-87	8.00	8.00
88-93	4.00	4.00
94	6.00	6.00
95-104	3.00	3.00

SHOWCASE '93
DC Comics

1-6	2.00	2.00
7 Knightfall	2.00	3.00
8	2.00	2.00

SILVER SABLE AND THE WILD PACK
Marvel

1	2.50	4.00
2-14	1.50	1.50

SILVER SURFER
Marvel

1 Origin	250.00	350.00
2	94.00	100.00
3	84.00	195.00
4 Rare	280.00	350.00
5	55.00	70.00
6	55.00	70.00
7	55.00	65.00
8-10	41.00	50.00
11-13	29.00	40.00
14	50.00	55.00
15-18	29.00	40.00
V 2,1 Byrne	5.00	9.00
2nd series		
1	10.00	13.00
2	3.00	7.50
3	3.00	7.00
4	3.00	6.00
5-10	3.00	5.00
11-12,14	2.00	4.00
13	2.00	5.50
15	9.00	12.00
16	5.00	8.00
17	5.00	5.00
18	4.00	5.00
19	4.00	4.00
20	4.00	4.50
21-30	2.00	4.50
31	2.00	5.50
32-33	2.00	4.50
34 Thanos	14.00	20.00
35 Thanos	14.00	16.00
36	8.00	10.00
37	5.50	6.00
38	9.00	10.00
39-40	4.00	6.00
41-44	3.00	5.00
45	3.00	8.00
46	7.00	8.50
47	3.00	10.00
48	3.00	6.00
49	3.00	5.00
50	9.00	10.00
50 later prints	2.50	5.00
51	1.00	5.00
52	1.00	4.00
53-54	1.00	3.50
55-56	1.00	3.00
57	1.00	2.50
58	2.00	4.00
59	2.00	5.00
60	2.00	3.00
61-66	1.25	2.00
67-69	1.75	2.00
70-71	2.00	4.00
72	1.75	2.00
73	2.00	2.25
74	1.50	2.00
75	3.25	7.00
76-79	1.25	2.00
80-84	1.25	1.25
Annual 1	7.50	7.50
Annual 2-3	2.50	5.00
Annual 4	2.50	4.00
Annual 5	2.50	2.75

SILVER SURFER, THE
Epic (Marvel)

1-2 Moebius	2.25	5.00

SIMPSONS COMICS AND STORIES
Welsh Publishing

1	3.00	6.00
Bagged with poster		

SKIN GRAFT
DC Comics

1-3	2.50	2.50

SLEEPWALKER
Marvel

1	3.00	4.00
2-5	1.50	2.25
6-18	1.25	1.25
19	2.00	2.00
20-27	1.25	1.25

PUNISHER #1

HERO TIP:

Publisher:	Marvel
Issue No.:	#1
Writer:	Steven Grant
Artist:	Mike Zeck
Inker:	John Beatty
Cover Price:	$1.25
Current Low Price:	$30.00
Current High Price:	$55.00

Overview: The first issue of the Punisher's own title. Also marks the debut of Grant and Zeck as creative team.

HERO RATING: ★★★★

H.I. PICK

This is a key number one for many new collectors and later this fall this title could go sky-rocketing up when Marvel releases their plans for the Punisher. A bit pricey right now, but look for increased action in a few months.

DEALER PICK

"Punisher has slowed some... Price will steadily rise over a long period of time...Punisher fans have disappeared in my area...Punisher as he was meant to be, before over-use resulted in the sort of shop-worn fatigue that haunts him today."

TOP 10 COMIC CHARACTER BLOOPERS

10. Clark Kent trying out new disposable contact lenses- makes Jimmy suspicious and they fry with first use of heat vision.

9. Wolverine scratching nose without retracting claws.

8. Pete Stanchek forgets to put toilet seat down- ticks off Harbinger babes.

7. Savage Dragon takes vacation in Florida- mistaken for a shark and is shot by Roy Scheider.

6. The White Queen and the White Rabbit show up to a party wearing identical white outfits.

5. Archie steals Felicia Hardy from Flash using animal magnetism that's kept Betty & Veronica chasing him for years.

4. The Next Men are sued by another company for their use of the letter "X".

3. Peter Parker caught necking in a flashback with Gwen Stacy by wife Mary Jane.

2. Bruce Wayne enters important business meeting with his cape flopping out of his Armani.

1. Two words- Turtle Trolls!

SOLAR
Valiant

1	22.00	30.00
2	15.00	22.00
3	25.00	45.00
4	10.00	25.00
5-9	8.00	25.00
10	30.00	75.00
1st App. Eternal Warrior		
10 2nd print	6.00	8.00
11	12.00	14.00
12-13	3.00	6.00
14	15.00	30.00
1st App. Doctor Eclipse		
15	4.00	10.00
16-19	2.50	5.00
20	2.25	3.50
21	1.60	3.50
22	1.75	2.00
23	2.25	3.50
24-26	2.25	2.25

SOLO AVENGERS
Marvel

1 Jim Lee	1.00	3.25
2-20	1.00	1.00

SON OF SATAN
Marvel

1	4.25	40.00
2-3	2.75	15.00
4-8	2.75	8.00

SPACE GHOST
Gold Key

1	150.00	150.00

SPACE GIANTS
FBN Publication

1	4.50	4.50

SPAWN
Image

[illegible]	[illegible]	10.00
[illegible]	[illegible]	[illegible]
[illegible]		
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	1.50	2.00
10	1.50	1.50
11-12	1.95	1.95

SPECTACULAR SPIDER-MAN
Marvel

1	40.00	45.00
2	15.00	20.00
3-5	12.00	13.00
6 Morbius	20.00	20.00
7 Morbius	15.00	20.00
8 Morbius	20.00	25.00
9-10	7.00	8.00
11-16	7.00	7.00
17	7.00	10.00
18	7.00	10.00
19	7.00	7.00
20	6.00	7.00
21,25	5.50	7.50
22-23	7.50	9.00
24	5.50	6.00
26	5.50	6.50
27 Miller	11.00	18.00
28	10.00	20.00
29-35	4.00	5.00
36	3.50	5.00
37	4.00	5.00
38	4.00	7.00
39-55	4.00	5.50
56	10.00	12.00
57-60	4.00	5.00
61	4.00	4.00
62-63	3.00	4.00
64	9.95	15.00
65	3.00	4.50
66-68	2.00	3.00
69-70	4.00	8.00
71-74	2.00	3.00
75	2.00	4.00
76-80	2.00	3.00
81 Punisher	13.00	14.00
82 Punisher	12.00	14.00
83 Punisher	15.00	16.00
85 Hobgoblin	24.00	25.00
84,86-89	2.00	3.00
90	3.00	4.00
91-99	2.00	3.00
100	4.00	5.00
101-106	2.50	3.00
107	3.00	4.00
108-110	3.00	3.50
111-115	2.50	3.00
116 Sabretooth	5.00	7.00
117	3.00	4.50
118	2.50	3.00
119	5.00	6.00
120-129	2.50	3.00
130	4.00	6.00
131	8.00	9.00
132	6.00	8.00
133	7.00	8.00
134	3.00	4.50
135-138	2.00	3.00
139	3.00	4.00
140	5.00	6.00
141-143	7.00	8.00
144-145	2.00	3.00
146	3.00	5.00
147 Hobgoblin	20.00	21.00
148-149	2.00	3.00
150-151	2.50	3.00
152	3.00	4.00
153-157	2.00	3.00
158	9.00	12.00
159	6.00	9.00
160	6.00	8.00
161	2.00	2.50
162-163	1.50	3.00
164	2.00	2.75
165	1.50	2.25
166-168	2.00	2.25
169-170	1.50	2.25
171-177	1.00	2.25
178-184	2.00	3.00
185-188	1.25	1.75
189 Hologram	9.00	10.00
189 2nd print	3.00	3.00
190-194	1.50	1.50
195	1.50	2.50
196-204	1.25	1.25
Annual 1	5.00	5.00
Annual 2	4.00	4.00
Annual 3-7	3.00	4.50
Annual 8	4.00	4.00
Annual 9	3.00	4.00
Annual 10	2.50	6.00
Annual 11	2.00	2.00
Annual 12	2.25	4.50

SPECTACULAR SPIDER-MAN MAGAZINE
Marvel

1	50.00	55.00
2	30.00	60.00

SPECTRE
DC Comics

1st Series		
1	50.00	58.00
2-5	30.00	38.00
6-8,10	10.00	15.00
9	15.00	18.00
2nd Series		
1	3.00	5.00
2-5	1.50	2.00
6-7	1.75	1.75
8	2.50	2.50

SPEED RACER
Now Comics

1-38	1.00	1.75
Special 1	1.00	1.50

SPIDER-MAN
Marvel

1 McFarlane	5.00	9.50
Silver unbagged		
1	20.00	30.00
Silver, bagged		
1	3.50	7.00
Green, unbagged		
1	10.00	18.00
Green, bagged		
1	250.00	300.00
Platinum		
1	5.00	7.00
Newsstand, bagged		
1 Gold	6.00	7.00
2	3.95	6.00
3-5	4.00	5.00
6-7 Ghost Rider	5.50	7.00
8-10 Wolvie	4.00	7.00
11-12	4.00	5.00
13	5.00	8.00
14	5.00	6.00
15	2.50	5.00
16-17	2.50	3.00
18-19	2.25	4.00
20	2.25	3.00
21	2.00	4.00
22-25	2.00	2.50
26	2.00	5.00
27	2.00	2.00
28-31	1.00	2.00
32-33	2.00	2.25
34-36	2.00	2.00

SPIDER-MAN 2099
Marvel

1	2.00	6.00
2	2.00	7.00
3	1.25	4.00
4-5	1.25	2.00
6-9	1.25	1.50

SPIDER-MAN AND HIS AMAZING FRIENDS
Marvel

1	2.50	5.50

SPIDER-MAN VERSUS WOLVERINE
Marvel

0	15.00	22.00
0 Reprint book	4.00	5.00

SPIDER-WOMAN
Marvel

1	2.00	4.00
2-36	1.00	1.50
37-38	2.50	3.00
39-49	1.00	1.50
50	2.75	3.00

SPIRIT, THE
Kitchen Sink

1-87	2.00	2.00

SPLITTING IMAGE
Image

1 Don Simpson	1.75	2.00
2	2.00	2.00

STAR TREK
DC Comics

1	8.00	10.00
2-5	5.00	6.00
6-10	4.00	5.00
11-20	2.00	4.00
21-32	2.00	3.00
33	3.00	4.00
34-49	1.00	2.00
50	2.00	3.00
51	1.00	1.00
Annual 1-3	3.00	3.00
2nd series		
1	6.00	8.00
2-3	2.00	4.00
4-23	1.00	3.00
24	2.00	4.00
25-30	1.00	3.00
31-45	1.00	2.00
46-50	1.50	1.50

STAR TREK
Gold Key

1	300.00	400.00
2	150.00	200.00
3-5	140.00	150.00
6-10	90.00	110.00
11-20	50.00	60.00
21-30	30.00	50.00
31-40	20.00	30.00
41-61	10.00	20.00

STAR TREK
Marvel

1	4.00	5.00
2-18	2.00	4.00

STAR TREK: THE NEXT GENERATION
DC Comics

Regular Series		
1	8.00	10.00
2-3	5.00	7.00
4-5	4.00	5.00
6-10	2.00	4.00
11-23,25-30	1.00	3.00
24	2.00	3.00
31-45	1.00	2.00
46-49	1.75	1.75
50	3.50	3.50
Annual 1	3.00	4.00
Annual 2	3.00	5.00
Limited Series		
1	5.00	15.00
2-6	5.00	7.00

STAR WARS
Marvel

1	10.00	17.00
2-6	5.50	5.50
7-10	3.00	3.00
11-20	2.50	2.50
21-107	1.50	2.00
1 35 cents	275.00	345.00
Annual 1	2.00	2.00
Annual 2-3	1.50	1.50

STAR WARS: DARK EMPIRE
Dark Horse

1	20.00	25.00
2	18.00	25.00
3	6.00	12.00
1-3 2nd print	3.00	3.00
4	6.00	10.00
5-6	6.00	8.00
1-6	75.00	175.00
Gold embossed set		

STAR WARS: RETURN OF THE JEDI
Marvel

1-4	1.50	1.50

STARSLAYER
Pacific

1	3.00	5.00
2 Rocketeer	7.50	15.00
3 Rocketeer	5.00	8.00
4	1.00	3.00
5	3.75	6.00
6-7	1.00	3.00
8-34	1.00	3.00

STATIC
DC (Milestone)

1 Bagged	2.95	3.50
2-4	1.50	1.50

STORMWATCH
Image

1-3	1.75	2.00

STRANGE ADVENTURES
DC Comics

117	300.00	300.00
118-119	30.00	30.00
120	120.00	120.00
121-122	23.00	23.00
123,126	60.00	60.00
124-125	23.00	23.00
127-135	23.00	23.00
136-149	20.00	20.00
150	25.00	25.00
151-152	20.00	20.00
153	25.00	25.00
154-160	20.00	20.00
161-179	11.00	11.00
180	165.00	165.00
1st app. Animal Man		
181-183	7.50	7.50
184	95.00	95.00
185-189	7.50	7.50
190	125.00	125.00
191-194	4.50	4.50
195	75.00	75.00
196-200	4.50	4.50
201	36.00	36.00
202-204	4.50	4.50
205	38.00	38.00
206	31.00	31.00
207-210	21.00	21.00
211-216	16.00	16.00
217-221	4.50	4.50
222-231	9.00	9.00
232-244	2.25	2.25

STRANGE TALES
Marvel

89	75.00	75.00
90-92	56.00	56.00
93-96	50.00	50.00
97	150.00	150.00
98-100	50.00	50.00
101	500.00	550.00
Human Torch		
102	200.00	200.00
103-105	150.00	150.00
107	120.00	120.00
106,108-109	100.00	100.00
110	675.00	750.00
1st Dr. Strange		
111	200.00	200.00
112-113	72.00	72.00
114	195.00	195.00
115	270.00	270.00
116	59.00	59.00
117-118,120	39.00	39.00
119	64.00	64.00
121,122	29.00	29.00
123	36.00	36.00

ROBIN #1

HERO TIP:

Publisher:	DC
Issue No.:	#1
Writer:	Chuck Dixon
Artist:	Tom Lyle
Inker:	Bob Smith
Cover Price:	$1.00
Current Low Price:	$5.00
Current High Price:	$7.00

Overview: The first issue of the first mini-series in a series of mini-series that leads to no where.

HERO RATING:
★

H.I. PICK

DC struck success with the death of Robin, and the return of Robin. So out came Robin #1. And lo, there was an abundance of them. This book is way overpriced, especially considering all the different Robin #1's out there.

DEALER PICK

"After being portrayed by DC as a "wimp" for all these years, forget the book, the character himself lacks potential...Robin II and III hurt this book, but new series could breath life into it...A pretty good read, though pretty useless without the other four issues. Low investment."

HERO PRICE GUIDE

SEPARATED AT BIRTH?

[illegible] Darth Vader.

[illegible] Sabrina, the Teenage Witch.

[illegible] Coleman.

[illegible]

[illegible] Charlie the Tuna.

[illegible]

[illegible]

[illegible]

[illegible]

[illegible], the [illegible]

[illegible]

[illegible] SPACE [illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible] Williams.

[illegible]

126-134	29.00	29.00
135	50.00	50.00
1st Nick Fury, Agent of SHIELD		
136-150	19.00	19.00
151	24.00	24.00
152-168	19.00	19.00
169-177	2.50	2.50
178	17.00	17.00
Warlock		
179-181	8.00	8.00
Annual 1	250.00	250.00
Annual 2	275.00	275.00

THE STRANGERS
Malibu/Ultraverse

1	1.95	3.00

SUB-MARINER
Marvel

1	125.00	125.00
2	40.00	40.00
3-10	20.00	20.00
11-13,15	14.00	14.00
14	29.00	29.00
16-20	9.00	9.00
21-33	6.00	6.00
34-35	12.00	18.00
Silver Surfer and Hulk		
36-40	6.00	6.00
41-72	4.00	4.00
Annual 1-2	5.00	5.00

SUGAR & SPIKE
DC Comics

1	600.00	600.00
2	300.00	300.00
3-5	270.00	270.00
6-10	150.00	150.00
11-20	130.00	130.00
21-40	70.00	70.00
41-60	40.00	40.00
61-80	25.00	25.00
81-98	19.00	19.00

SUPER HEROES VERSUS SUPER-VILLAINS
Archie

1	26.00	26.00

SUPER-TEAM FAMILY
DC Comics

1	2.50	2.50
2-3	2.00	2.00
4-7	1.00	1.00
8-10	2.00	2.00
11-15	1.50	1.50

SUPER-VILLAIN TEAM-UP
Marvel

1	5.00	5.00
2-17	2.00	3.00

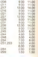
SUPERBOY
DC Comics

69-77,79	40.00	50.00
78 80	70.00	80.00
81-85	30.00	40.00
86	75.00	80.00
87-93	30.00	40.00
94 97,99	18.00	20.00
98	28.00	30.00
100	120.00	130.00
101-120	10.00	12.00
121-128	6.00	8.00
129,138	8.00	10.00
130-137	4.00	5.00
139-140	4.00	5.00
141-146	3.00	4.00
147	8.00	10.00
148-155	3.00	4.00
156,165	6.00	8.00
157-164	3.00	4.00

166-173	3.00	4.00
174	6.00	8.00
175-176	3.00	4.00
177-187	2.00	3.00
188-196	1.50	2.00
197	5.00	6.00
Legion series starts		
198-199	2.00	2.00
200	4.50	5.00
201,204	2.00	2.00
202,205	2.50	2.50
203	3.00	3.00
206,207,209	2.00	2.00
208,210	2.50	2.50
211-220	1.80	2.00
221-249	1.20	1.50
250-258	1.00	1.00
Annual 1	70.00	75.00

SUPERMAN
DC Comics

96-99	180.00	190.00
100	700.00	750.00
101-110	160.00	165.00
111-120	140.00	145.00
121-120	110.00	120.00
131-139	80.00	90.00
140	90.00	100.00
141-146	55.00	60.00
147	70.00	80.00
148	50.00	60.00
149	60.00	70.00
150-162	30.00	40.00
163-166	22.00	25.00
167	45.00	50.00
168-180	22.00	25.00
181-182	14.00	16.00
183,187	16.00	18.00
184-186	14.00	16.00
188	14.00	16.00
193,197	16.00	18.00
194-196,198	14.00	16.00
199	130.00	150.00
Superman/Flash race		
200	14.00	16.00
201	9.00	11.00
202,207	12.00	14.00
203-206	9.00	11.00
208-211	9.00	11.00
212,217	12.00	14.00
213-216	9.00	11.00
218-221	9.00	11.00
222,227	12.00	14.00
223-226	9.00	11.00
228-231	9.00	11.00
232,239	12.00	14.00
233-238	9.00	11.00
240,245	5.00	6.00
241-244	4.00	5.00
246-248	3.00	4.00
249,254	7.00	8.00
250-251,253	3.00	4.00
252	6.00	7.00
255-284	2.00	2.00
285-299	1.50	1.50
300	5.00	6.00
301-399	1.50	1.50
400	3.00	3.00
401-422	1.50	1.50
423 Alan Moore	7.00	8.00
Annual 1,2	70.00	80.00
Annual 3	60.00	70.00
Annual 4	45.00	50.00
Annual 5	35.00	40.00
Annual 6	4.00	5.00
Annual 7-10	3.00	4.00
Annual 11-12	3.00	3.00
2nd series		
1	2.00	3.00
2-8,10	1.20	1.50
9	3.00	3.00
11-38	1.00	1.00
39-40	1.50	2.00
41	1.50	3.00
42-43	1.50	2.00
44	2.00	2.50
45-48	1.50	1.50
49	1.50	2.00
50	2.00	8.00
51-52	1.50	2.00
53	2.00	3.00
54-64	1.50	2.00
65	1.50	3.50
66	1.50	12.00
67-72	1.50	2.00
[illegible]	[illegible]	[illegible]
[illegible]	5.00	[illegible]
75 Newsstand	5.00	15.00
75 Bagged	7.50	35.00
75 Platinum	125.00	225.00
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
Annual 1-2	1.25	1.25
Annual 3	2.00	2.00
Annual 4-5	2.50	2.50
Death of Superman TPB	4.95	4.95
Death of Superman Platinum TPB	45.00	45.00
Superman: the Earth Stealers	4.00	4.00
2nd Print	3.00	3.00
Legacy of Superman	2.50	3.00
Special 1	3.50	3.50
Simonson art		
Superman Gallery	3.00	3.00



SUPERMAN FAMILY
DC Comics

164	2.00	2.00
165-176	1.50	1.50
177-181	1.00	1.00
182	2.00	2.00
183-193	1.00	1.00
194	2.00	2.00
195-222	1.00	1.00

SUPERMAN'S GIRLFRIEND, LOIS LANE
DC Comics

1	875.00	875.00
2	400.00	400.00
3	270.00	270.00
4-5	180.00	180.00
6-10	125.00	125.00
11-20	60.00	60.00
21-29	35.00	35.00
30-49	20.00	20.00
50	15.00	15.00
51-55	10.00	10.00
56	13.00	13.00
57-69	10.00	10.00
70	130.00	130.00
1st contemporary Catwoman		
71	85.00	85.00
72-73	8.00	8.00
74	16.00	16.00
75-76,78	8.00	8.00
77	9.00	9.00
79	5.00	5.00
80-85	4.00	4.00
86,85	6.00	6.00
87-94	4.00	4.00
96-111	4.00	4.00
112-123	3.00	3.00
124-137	2.50	2.50
Annual 1	50.00	50.00
Annual 2	40.00	40.00

SUPERMAN'S PAL, JIMMY OLSEN
DC Comics

1	1130.00	1130.00
2	570.00	570.00
3	360.00	360.00
4-5	250.00	250.00
6-10	150.00	150.00
11-20	100.00	100.00
21-30	60.00	60.00
31-40	45.00	45.00
41-50	30.00	30.00
51-60	15.00	15.00
61-62	10.00	10.00
63	12.00	12.00
64-70	10.00	10.00
71	6.00	6.00
72-73,76	8.00	8.00
74-75	6.00	6.00
77-84,86	6.00	6.00
85	9.00	9.00
87	8.00	8.00
88	7.00	7.00
89-90	6.00	6.00
91-94	5.00	5.00
95,104	11.00	11.00
96-99	5.00	5.00
100	6.00	6.00
101-103	3.00	3.00
105-132	3.00	3.00
133	4.50	4.50
134	5.00	5.00
135-163	3.00	3.00

SUPERMAN: THE MAN OF STEEL
DC Comics

1	3.00	5.00
2-16	2.00	2.50
17	2.50	7.50
1st App. Doomsday		
18	9.00	12.00
1st full Doomsday		
18 2nd Print	1.50	1.50
[illegible]	2.50	[illegible]
20-21	2.00	2.50
[illegible]	1.50	[illegible]
Annual 1	3.50	3.50

SUPERMAN: THE SECRET YEARS
DC Comics

1	2.00	2.00
2-4	1.00	1.00

SUPREME
Image

1	2.00	4.00
1 Gold	65.00	75.00
2	1.35	1.75

SWAMP THING
DC Comics

1 Wrightson	45.00	45.00
2	25.00	25.00
3	15.00	15.00
4-6	10.00	10.00
7	12.50	12.50
8-10	10.00	10.00
11-24	3.00	3.00
2nd series		
1	2.50	2.50
2-15	1.00	1.00
16-19	2.00	2.00
20 Alan Moore	20.00	20.00
21	15.00	15.00
22-25	7.00	7.00
26-30	5.00	5.00
31-33	3.00	3.00
34	9.00	9.00
35-36	2.50	2.50
37	10.00	15.00
1st app. John Constantine		
38-40	5.00	5.00
41-51	2.00	2.00
52	3.00	3.00
53	4.50	4.50
54-83,85-99	2.00	2.00
84	2.00	5.00
100	3.00	3.00
101-124	2.00	2.00
125	4.00	4.00
126-135	2.00	2.00

Annual 1,3	2.00	2.00
Annual 2,4-6	3.00	3.00

TALES FROM THE CRYPT
Gladstone

1	3.00	5.00
2	2.00	4.00
3-6	2.00	3.00

TALES OF ASGARD
Marvel

1 1968	22.00	24.00
1 1984	1.00	1.50

SECRET DEFFENDERS #1

Publisher:	Marvel
Issue No.:	#1
Writer:	Roy Thomas
Artist:	Andre Coates
Inker:	Don Hudson
Cover Price:	$2.50
Current Low Price:	$2.75
Current High Price:	$3.00

Overview: A new packaging of some Marvel second-stringers with Wolverine and Dr. Strange as the stars.

HERO TIP:

HERO RATING:
★

H.I. PICK

It's got a foil cover. It's a first issue.

DEALER PICK

"What secret? Take your hottest characters, throw them in as logically as possible and boosted by a gimmick cover...Yeah right, Marvel takes on Valiant's Secret Weapons... What a mistake to put a fancy cover on a mediocre book... Make it go away!...Will one day be in 3 for a dollar boxes."

HERO PRICE GUIDE

HERO ASHCAN PRICE GUIDE

BEING AN ACCOUNT OF THE LIFE AND DEATH OF THE EMPEROR [illegible]

[illegible]

BLOODSTRIKE

[illegible]

BRIGADE

[illegible]

CYBERFORCE

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

HARDCASE

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

TALES OF SUSPENSE
Marvel

1	550.00	600.00
2-3	220.00	250.00
4	250.00	275.00
5 10	160.00	175.00
11-15	100.00	110.00
16	150.00	160.00
17 20	110.00	120.00
21-23 25	60.00	70.00
24	30.00	50.00
26-38	50.00	60.00
39	1750.00	2000.00
1st app. of Iron Man		
40	750.00	800.00
41	400.00	450.00
42-45	150.00	180.00
46-47	80.00	100.00
48	120.00	140.00
49	75.00	100.00
50-51	50.00	60.00
52	80.00	90.00
53 56	40.00	50.00
57	85.00	110.00
Capt. America begins		
58-59	160.00	200.00
60	70.00	85.00
61 62	30.00	40.00
63	110.00	120.00
64	30.00	40.00
65 78	69.00	72.00
79-80	28.00	40.00
81-96	30.00	35.00
99	45.00	50.00

TALES OF THE LEGION OF SUPER-HEROES
DC Comics

314-354	1.00	1.50

TALES OF THE NEW TEEN TITANS
DC Comics

1 4	1.00	1.50

TALES OF THE TEEN TITANS
DC Comics

41	1.00	1.00
42-43	8.00	10.00
45-91	1.00	1.50

TALES OF THE TEENAGE MUTANT NINJA TURTLES
Mirage

1	4.00	5.00
2-7	2.00	3.00

TALES OF THE UNEXPECTED
DC Comics

1	500.00	540.00
2	250.00	275.00
3-5	150.00	180.00
6-10	120.00	130.00
11-24	70.00	80.00
25-30	50.00	60.00
31-39	40.00	50.00
40	400.00	425.00
41-42	130.00	150.00
43	250.00	260.00
44-46	90.00	100.00
47-50	65.00	80.00
51-60	50.00	60.00
61-67	42.00	50.00
68-82	20.00	25.00
83-104	10.00	12.00

TALES TO ASTONISH
Marvel

1	500.00	550.00
2	240.00	275.00
3-5	150.00	175.00
6-10	140.00	160.00
11-20	100.00	120.00
21-26	75.00	85.00
27	1375.00	1400.00
1st app. of Hank Pym		
28-34	75.00	85.00
35	800.00	900.00
1st Antman		
36	335.00	350.00
37-40	180.00	200.00
41-43	100.00	120.00
44	125.00	150.00
45-48	60.00	75.00
49	100.00	120.00
50-56	50.00	60.00
57	68.00	75.00
58	50.00	60.00
59 Hulk starts	90.00	100.00
60	100.00	120.00
61-69	37.50	40.00
70	40.00	65.00
Sub-Mariner begins		
71-81	28.00	30.00
82	32.00	42.00
83-91	28.00	30.00
92-93	32.00	36.00
94-99	28.00	30.00
100	35.00	40.00
Hulk vs. Sub-Mariner		
101	55.00	60.00

TEAM AMERICA
Marvel

1	.75	1.50
2-10	0.50	1.50
11 Ghost Rider	4.50	5.50
12	1.50	2.50

TEAM TITANS
DC Comics

1	2.00	2.50
Mutiple covers		
2	1.50	2.50
3-9	1.50	2.00
10-12	1.75	1.75

TEEN TITANS
DC Comics

1	130.00	140.00
2	58.00	65.00
3-5	30.00	34.00
6-10	22.00	26.00
11-19	15.00	17.00
20-22	19.00	21.00
23-30	9.00	11.00
31-43	6.00	8.00
44-45	3.00	5.00
46-49	8.00	10.00
50-51	7.00	9.00
52-53	4.00	6.00

TEENAGE MUTANT NINJA TURTLES
Mirage

1	175.00	265.00
1 2nd	30.00	35.00
1 3rd	10.00	15.00
1 4th	5.00	9.00
1 5th	1.50	3.50
2	55.00	74.00
2 2nd	4.00	6.50
2 3rd	2.50	2.50
3	22.00	28.00
4	12.00	14.00
5,7	9.00	11.00
6	6.00	8.00
8	5.00	7.00
9-10	4.00	6.00
11-15	3.00	4.00
16-18	2.50	3.50
19-54	1.50	2.50
55-58	1.50	1.50

TEKWORLD
Epic

1	2.00	3.00
2-4	1.00	2.00

TERMINATOR
Dark Horse

1	5.50	6.50
2-4	2.50	3.50

TERMINATOR: ONE SHOT
Dark Horse

0 Matt Wagner	5.50	7.00

TERMINATOR: SECONDARY OBJECTIVES
Dark Horse

1	3.50	5.00
2-4	2.00	3.00

TERMINATOR: THE ENEMY WITHIN
Dark Horse

1-4	2.00	3.00

TERMINATOR 2 : JUDGEMENT DAY
Marvel

Movie comic	2.00	3.00
1 Limited Series	1.00	1.50
2-3	0.50	1.50

TERMINATOR
Now Comics

1	19.00	24.00
2	10.00	13.00
3-5	6.00	8.00
6-10	4.00	6.00
11,13-17	2.00	3.00
12	2.50	3.50

TERMINATOR: THE BURNING EARTH
Now Comics

1	3.50	4.50
2	2.50	3.50
3-5	1.50	2.50

TERROR INC.
Marvel

1	2.50	3.50
2-10	1.00	2.00

THANOS QUEST
Marvel

1	14.00	16.00
1 2nd print	4.00	5.00
2	12.00	14.00
2 2nd print	4.00	6.00

THOR
Marvel

126	80.00	85.00
127-133	34.00	40.00
134	46.00	55.00
135-140	34.00	40.00
141-157	24.00	30.00
158	50.00	55.00
159-160	24.00	24.00
161-163	15.00	15.00
164	17.00	17.00
165	39.00	39.00
166	34.00	34.00
167	15.00	15.00
168-169	27.00	27.00
170-181	15.00	15.00
182-192	5.00	5.00
193	28.00	28.00
Silver Surfer		
194-200	5.00	5.00
201 250	3.00	3.00
251-299	2.50	2.50
300	4.00	4.00
301 336	1.50	1.50
337	5.00	7.00
Simonson starts; 1st Beta Ray Bill		
338	3.00	4.00
339-340	1.50	1.50
341-373	1.00	1.00
374	7.00	7.00
375-399	1.00	1.00
400	2.50	2.50
401-410	1.00	1.00
411	3.00	13.00
1st app. New Warriors on last page		
412	12.00	17.00
1st full app. of New Warriors		
413-428	1.00	1.00
429-430	1.50	3.00
431	1.50	1.50
432	2.00	3.00
433	2.00	3.50
434-449	1.50	1.50
450	3.00	3.00
451-458 460-466	1.25	1.25
459	1.25	5.00
Annual 5-8	5.00	5.00
Annual 9-12	3.00	3.00
Annual 13-17	2.50	2.50
Annual 18	2.95	2.95
Special 2	38.00	38.00
Special 3-4	7.00	7.00

THOR CORPS
Marvel

1	1.75	1.75

THUNDER AGENTS
Tower Comics

1	42.00	60.00
2	21.00	30.00
3-5	14.00	20.00
6-10	10.00	15.00
11-15	7.00	8.00
16-19	4.00	6.00
20	3.00	4.00

TICK, THE
New England Comics

1	24.00	35.00
1-2 2nd print	3.00	3.00
1-4 3rd print	2.50	2.50
1 4th print	2.25	2.25
2	11.00	12.00
2-4 4th print	2.50	2.50
3-5	3.00	8.00
3-4 2nd print	2.50	2.50
3 4th print	2.75	2.75
5 2nd print	2.75	2.75
6-8	2.25	6.00
9-12	2.75	2.75
12 Gold	15.00	15.00

TIMBER WOLF
DC Comics

1-5	1.50	1.50

TOMB OF DRACULA
Marvel

1	45.00	45.00
2	24.00	26.00
3	14.00	14.00
4	14.00	14.00
5	14.00	14.00
6-10	10.00	10.00
11-20	8.00	8.00
21-40	6.00	6.00
41-49	4.00	4.00
50	7.00	7.00
51 60	4.00	4.00
61 70	3.00	3.00

TRANSFORMERS
Marvel

1	3.00	7.00
2-80	1.00	3.00

TRENCHER
Image

1-3	1.95	1.95

TUROK, DINOSAUR HUNTER
Valiant

1 Chrome Cover	3.50	4.50
2-6	2.50	2.50

TUROK, SON OF STONE
Gold Key

1	275.00	350.00
2	180.00	200.00
3	60.00	150.00
4	55.00	150.00
5	50.00	150.00
6-10	85.00	100.00
11 20	55.00	60.00
21-30	30.00	40.00
31-40	20.00	32.00
41-50	16.00	20.00
51 60	8.00	15.00
61-70	5.00	10.00
71-80	4.00	7.00
81-90	3.00	6.00
91-130	3.00	5.00
Giant 1	55.00	55.00

TURTLE SOUP
Mirage

1	3.50	3.50

UNION
Image

1	2.50	2.50

UNITY
Valiant

0 Blue	7.00	12.00
0 Red	75.00	130.00
0 Signed Ed.	39.00	39.00
1	6.00	15.00
1 Gold	65.00	110.00
1 Platinum	95.00	130.00

UNTOLD LEGEND OF THE BATMAN
DC Comics

1	3.50	3.50
2-3	2.50	2.50

USAGI YOJIMBO
Fantagraphics

1	3.00	5.00
2-9	2.00	4.00
10	3.50	3.50
11-28	2.00	3.00
29-37	2.25	2.50

VAMPIRE LESTAT
Innovation

1	20.00	23.00
2	8.00	12.00
3-5	5.00	7.00
6-12	3.00	3.50

VAMPIRELLA
Harris

1	5.00	10.00
2	5.00	8.00
3	2.50	7.00
Special 1	2.50	2.50

HERO TIP:

SUPERMAN'S PAL JIMMY OLSEN #133

Publisher:	DC
Issue No.:	#133
Writer:	Jack Kirby
Artist:	Jack Kirby
Inker:	Vince Colletta
Cover Price:	15¢
Current Low Price:	$4.50
Current High Price:	$4.50

Overview: Jack Kirby reintroduces the Newsboy Legion, which has a significant role in the current Supes line

HERO RATING:

★★

H.I. PICK

Like any Silver Age book, if this can be found in mint condition it is probably a good investment. Jack Kirby and Vince Colletta did some great work on other titles, but found it hard to compete with the legacy of Curt Swan.

DEALER PICK

"Proof that even the king needs time to adjust to a new assignment on an old title. Not to say it isn't good...Excellent for Kirby fans...DC's from the 60's are way under-rated. Still good investments and DC will see it's day, but not with mature audience titles."

HERO PRICE GUIDE

Being An Account Of The Life And Death Of The Emperor Heliogabolus
By Neil Gaiman

VAMPIRELLA
Warren

1	115.00	150.00
2	45.00	45.00
3	140.00	140.00
4-7	30.00	30.00
8-9	28.00	28.00
10-15	20.00	20.00
16-25	12.00	12.00
26-40	6.50	6.50
41-50	4.00	4.00
51-100	3.00	3.00
101-113	2.00	2.00
Annual 1	69.00	69.00
Special 1	8.00	8.00

VAMPIRELLA: MORNING IN AMERICA
Dark Horse

1-4	4.00	4.00

VANGUARD
Megaton

1	3.50	3.50

VENOM: FUNERAL PYRE
Marvel

1-2	2.95	2.95

VENOM: LETHAL PROTECTOR
Marvel

1	2.25	7.00
2-3	3.00	4.00
4	2.00	3.00
5-6	3.00	3.00
1 Gold	50.00	70.00
1 Black	300.00	350.00

VIGILANTE
DC Comics

1	3.00	3.00
2	2.00	4.00
3-4	2.00	3.75
5-50	1.50	2.00
Annual 1-2	2.00	2.00

VISIONS
Vision Pub

1	60.00	80.00
Flaming Carrot in all		
2	26.00	36.00
3-4	10.00	14.00
5	7.00	9.00

WARHEADS
Marvel

1	1.50	3.00
2-14	1.50	1.75

WARLOCK
Marvel

1	30.00	35.00
2-3	14.00	14.00
4-8	9.00	9.00
9 Starlin	13.00	13.00
10	42.00	45.00
11	30.00	32.00
12-14	14.00	14.00
15	26.00	26.00

WARLOCK AND THE INFINITY WATCH
Marvel

1 Medina	2.00	5.00
2	2.00	4.00
3	1.50	3.00
4-11	1.50	2.25
12-18	1.75	1.75

WARLOCK CHRONICLES
Marvel

1-4	2.00	2.00

WARRIORS OF PLASM
Defiant

1	2.95	2.95

WATCHMEN
DC Comics

1Alan Moore	4.00	5.00
2-12	2.50	3.50

WEB OF SPIDER-MAN
Marvel

1	15.00	25.00
2	3.00	8.00
3	5.00	7.50
4	3.00	6.00
5	4.00	7.00
6	3.00	4.00
7	4.00	8.00
8	4.00	7.00
9-13	3.50	7.00
14-28	3.00	5.00
29 Wolverine	12.00	20.00
30	10.00	16.00
31-32	6.50	8.00
33	4.00	5.00
34-35,37	1.00	4.00
36	4.00	6.00
38	5.00	6.00
39-43	1.00	4.00
44-46	1.00	3.00
47-50	4.00	5.00
48	12.00	16.00
49	1.50	3.00
51-55	3.00	4.00
56-58	1.00	3.00
59	6.00	11.00
60-61	1.50	5.00
62-65	1.50	3.00
66-69	1.50	4.00
70	1.50	5.00
71-83	1.50	2.50
84-89	1.50	3.00
90	3.00	8.00
91-92,94	1.50	1.75
93	1.50	2.50
95 Venom	1.50	4.00
96-99	1.50	1.75
100 Holo-grafx	2.00	3.50
101-102	1.25	1.25
Annual 1	5.00	6.00
Annual 2	6.00	7.50
Annual 3	4.00	4.50
Annual 4	4.00	5.00
Annual 5	2.00	4.00
Annual 6	4.00	4.50
Annual 7-8	2.00	3.00
Annual 9	3.00	3.00

WEREWOLF BY NIGHT
Marvel

1	25.00	34.00
2	8.00	10.00
3-4	10.00	12.00
5-20	8.00	10.00
21-31	5.00	7.00
32	10.00	12.00
1st app. Moon Knight		
33	10.00	12.00
34-36	2.00	3.00
37	7.00	12.00
38-43	2.00	3.00

WEST COAST AVENGERS
Marvel

Regular series

1	3.25	4.00
2-10	2.00	2.50
11-20	1.00	2.00
21-41	1.00	1.50
42	2.00	2.50
43	1.00	2.00
44-92	1.00	1.50

Limited Series

1	2.00	3.00
2-4	1.00	2.00

WHAT IF...?
Marvel

1st series

1	14.00	17.00
2	7.00	10.00
3-5	5.00	7.00
6-16	3.50	6.00
17	7.00	9.00
18-26	3.50	5.00
27-28	10.00	12.00
29-30	3.00	5.00
31	12.00	15.00
32-47	2.00	2.50

2nd series

1	5.00	6.00
2-5	3.00	4.00
6	4.00	5.00
7	5.00	7.00
8-15	2.00	3.00
16	4.00	5.00
17-50	1.50	2.00
51-52	1.25	1.25

WILDC.A.T.S: COVERT ACTION TEAMS
Image

1 Jim Lee	6.00	7.50
1 Gold	60.00	80.00
1 Gold signed	85.00	150.00
2	8.00	12.00
3	1.75	4.00
4	1.75	2.00

WILDC.A.T.S TRILOGY
Image

1	2.50	2.50

WILDSTAR
Image

1	2.00	3.50
1 Gold	50.00	55.00
2	1.95	1.95

WOLVERINE
Marvel

1	19.00	30.00
2	7.00	12.00
3-5	9.00	10.00
6-9	7.00	8.00
10 Sabretooth	23.00	27.00
11	5.00	7.00
12-17	4.00	7.00
18-20	4.00	6.00
21-22	4.00	5.00
23-26	3.00	5.00
27-40	3.00	4.00
41	8.00	12.00
Cable Sabretooth		
41-42 2nd p.	2.00	2.50
42	5.00	10.00
43	3.00	4.00
44-47	3.00	3.00
48	3.00	4.50
49	3.00	4.00
50	2.00	6.00
51	2.50	7.00
52	2.50	6.00
53	2.50	7.00
54	2.50	4.50
55	2.50	3.00
56-70	2.00	2.50
Jungle Adven.	5.00	6.00

Limited Series

1	18.00	30.00
2	12.00	20.00
3	12.00	20.00
4	12.00	22.00

WONDER MAN
Marvel

1-2	2.00	2.00
3-22	1.50	1.50
Annual 1	2.95	2.95

WONDER WOMAN
DC Comics

150-170	5.00	5.00
171-180	3.50	3.50
181-200	2.50	2.50
201-299	1.00	1.00
267-268	10.00	10.00
300	2.00	2.00
301-329	1.00	1.00
1	2.50	2.50
2-76	1.50	1.50

WORLD'S FINEST COMICS
DC Comics

100	167.00	167.00
101-110	54.00	54.00
111-120	45.00	45.00
121-128	19.00	19.00
129	32.00	32.00
130-140	19.00	19.00
141-150	10.00	10.00
151-155	9.00	9.00
156	48.00	48.00
157-160	9.00	9.00
161	12.00	12.00
162-165	7.00	7.00
166	11.00	11.00
167-169	7.00	7.00
170	10.00	10.00
171-174	7.00	7.00
175-177	9.00	9.00
178	4.50	4.50
179,188	5.00	5.00
180-187	4.00	4.00
189-196	2.50	2.50
197	3.50	3.50
198-199	45.00	50.00
200-251	2.00	3.00
252-300	1.50	2.50

Limited Series

1 Steve Rude	6.00	6.00
2-3	5.00	5.00

X-FACTOR
Marvel

1	9.00	10.00
2	5.00	6.00
3-4	5.00	5.00
5	4.00	5.00
6	3.00	6.00
7-8	3.00	4.00
9-10	3.00	7.00
11-15,17	3.00	5.00
12-14,16	3.00	4.00
18	3.00	4.00
19-22	2.00	4.00
23	3.00	8.00
1st app. of Archangel		
24	12.00	15.00
1st full Archangel app		
25	2.00	6.00
26	2.00	5.00
27-36	2.00	3.50
37-39	2.00	4.00
40	5.00	14.00
41-43	1.50	3.00
44-49	1.50	2.50
50	1.50	5.00
51-53	2.00	6.00
54-59	1.00	2.00
60	7.00	8.00
X-Tinction Agenda		
61-62	6.00	7.00
63	7.00	13.00
Portacio begins		
64	6.00	10.00

THOR #337

HERO TIP:

Publisher:	Marvel
Issue No.:	#337
Writer:	Walt Simonson
Artist:	Walt Simonson
Inker:	Walt Simonson
Cover Price:	60¢
Current Low Price:	$5.00
Current High Price:	$7.00

Overview: The first appearance of Beta Ray Bill whom assumes the hammer, and title, of Thor.

HERO RATING:
★★★

H.I. PICK

In an otherwise dismal title since the 60s, this story breathed new life into the God of Thunder. The book went up fast but slowed down when Simonson left, and the rest of the series showed how bad comics could be.

DEALER PICK

"Great story and art! Sells well at $5-7. Not a good investment because the prices never change on this title...Great Simonson, Beta Ray story line, under-rated...Walt's version of Thor will always be the best to me..."New Thor" o.k. book, but revamping Kirby Has yet to "show fruit."

65	2.00	6.00
66-67	5.00	6.00
68	4.00	5.00
69	2.00	5.00
70	3.00	4.00
71-72	3.00	5.00
73-74	2.00	3.00
75	3.00	5.00
76,78,83	1.00	2.00
77	1.00	4.00
84	2.00	6.00
85	4.50	6.00
86	3.00	5.00
87,89-90	1.75	3.00
88	3.00	5.00
Annual 1	2.00	5.00
Annual 2,5-6	2.00	4.00
Annual 3-4,7	2.00	3.00

X-FORCE
Marvel

1	2.00	4.00
5 different cards in a bag		
2	3.00	4.50
3-4	2.00	4.00
5-7,9	2.00	3.00
8,10-11	2.00	4.00
12	2.00	3.00
13-15,18	1.00	2.00
16	2.00	5.00
17	2.00	3.00
18-23	1.25	1.25
Annual 1	2.00	3.00

X-MEN
Marvel

1	1.50	2.25
4 diff covers that fit together		
1	3.50	4.00
Prestige edition		
2	2.50	5.00
3	1.50	4.00
4-9	2.50	7.00
10-11	2.50	4.00
12-13	2.50	3.00
14,16	3.00	5.00
15	2.50	3.00
17-22	1.50	2.00
23-24	1.25	1.25

X-MEN ADVENTURES
Marvel

1	2.50	7.00
2	2.00	5.00
3	2.00	3.00
4-9	1.50	2.00
10	1.25	1.25

X-MEN AND ALPHA FLIGHT
Marvel

1	3.00	4.00
2	3.00	3.50

X-MEN AND THE MICRONAUTS
Marvel

1-4	1.50	2.00

X-MEN SPOTLIGHT ON STARJAMMERS
Marvel

1-2	2.00	3.00

X-MEN VS THE AVENGERS
Marvel

1	3.00	5.00
2-4	2.50	4.00

X-MEN, THE UNCANNY
Marvel

1	1900.00	2500.00
1st App. of the X-Men		
1st Magneto		
2	700.00	1000.00
1st App. of the Vanisher		
3	300.00	400.00
1st App of the Blob		
4	225.00	300.00
1st Quicksilver and Scarlet Witch		
5	150.00	225.00
6,10	125.00	180.00
7-9	125.00	165.00
11	110.00	165.00
12	130.00	175.00
Origin of Prof. X, 1st App. Juggernaut		
13	100.00	100.00
14	110.00	160.00
1st app. of Sentinels		
15	110.00	150.00
Origin of the Beast		
16	70.00	150.00
17	70.00	100.00
18	60.00	100.00
19	50.00	80.00
20	55.00	70.00
21	45.00	70.00
22-27	45.00	60.00
28	65.00	75.00
1st app. of Banshee		
29-30	45.00	60.00
31-34	30.00	40.00
35	50.00	70.00
Spider-Man		
36	30.00	45.00
37	35.00	40.00
38	45.00	60.00
39-40	30.00	40.00
41-48	20.00	35.00
49	20.00	50.00
50 Steranko	30.00	50.00
51 Steranko	30.00	45.00
52	28.00	42.00
53	27.00	45.00
Barry Smith art		
54-55	27.00	36.00
56-57	27.00	40.00
58	40.00	50.00
1st App. Havok		
59-63 Adams	30.00	40.00
64	30.00	42.00
1st App. Sunfire		
65	30.00	45.00
66	15.00	30.00
67-70	15.00	25.00
71-93	10.00	25.00
94	125.00	180.00
New X-Men begin		
95	45.00	55.00
Death of Thunderbird		
96-100	35.00	40.00
101	27.00	38.00
102-103,107	15.00	25.00
104-106	15.00	23.00
108	25.00	42.00
John Byrne art starts		
109	25.00	35.00
1st Vindicator		
110	15.00	20.00
111	17.00	20.00
112	12.00	20.00
113-119	10.00	22.00
120	21.00	32.00
1st app. of Alpha Flight in cameo		
121	22.50	36.00
1st full app. of Alpha Flight		
122	10.00	18.00
123-128	10.00	16.00
129	12.00	19.00
1st App. Kitty Pryde		
130-133	12.00	17.00
134-136	8.00	14.00
137	8.00	14.00
Phoenix dies		
139	15.00	20.00
Wolverine gets new costume		
140	13.50	20.00
141	17.00	24.00
Alpha Flight		
142	13.00	20.00
143	5.00	9.00
144-149	4.00	7.00
150	4.00	8.00
151-156	4.00	5.00
158	4.00	7.50
1st App. Rogue		
157,159-161	4.00	6.00
162	6.00	10.00
163-164	4.00	8.00
165-170	5.00	7.00
171	5.00	10.00
172	5.00	7.50
173-175	5.00	6.00
176	3.00	5.00
177-179	3.00	4.00
180	3.00	5.50
181-183	3.00	4.00
184	3.00	7.00
1st App. Forge		
186	3.00	5.00
185,187-192	3.00	4.00
193	3.00	7.50
1st App. Warpath		
194-198	3.00	4.00
199	3.00	5.00
200	7.00	8.00
201	6.00	27.00
1st app. of Cable (maybe)?		
202-203	4.00	5.00
204	4.00	6.00
205	8.00	18.00
207	4.00	7.00
206,208-209	4.00	5.00
210	8.00	20.00
Mutant Massacre starts		
211	8.00	9.00
212	9.00	27.00
Sabretooth vs. Wolverine		
213	12.00	30.00
Sabretooth vs. Wolverine		
214-218	3.50	4.00
219	3.50	7.00
220	3.50	5.00
221	3.50	8.00
222	12.00	17.00
Sabretooth vs. Wolverine		
223-224	4.00	5.00
225	7.00	9.00
226-227	6.00	9.00
228-242	4.00	5.00
243	3.00	4.00
244	4.00	8.00
1st App. Jubile		
245	3.00	5.00
246-247	3.00	4.00
248	12.00	25.00
1st Jim Lee art		
249-255	2.00	5.00
256	6.00	8.50
257	6.00	12.00
258	9.00	13.50
259	4.00	6.00
260-264	2.00	4.00
265	4.00	5.00
266	17.00	28.00
1st App. Gambit		
267	9.00	11.00
268	16.00	22.00
Capt. America, Black Widow, Wolverine team-up flashback		
269	5.00	7.50
270	6.00	13.00
X-Tinction Agenda begins		
271-272	5.00	10.00
273	2.50	6.00
274	4.00	6.00
275	3.00	7.00
276-277	2.00	5.00
278-279	1.00	6.00
280	1.00	4.50
281	2.00	5.00
281 2nd print	1.50	3.00
282	2.50	8.00
1st Bishop		
282 2nd print	1.50	6.00
283	6.50	9.00
284-286	3.00	4.00
287	3.00	3.50
288	2.50	3.00
289-290	2.00	3.00
291-293	1.50	2.00
294	5.00	6.00
X-cutioners Song begins		
295	2.50	6.00
296	1.50	3.50
297-299	1.50	2.00
300	3.50	5.25
301-302	1.50	1.50
Annual 3	10.00	18.00
Annual 4	6.00	12.00
Annual 5	5.00	6.00
Annual 6	3.50	6.00
Annual 7	3.50	7.00
Annual 8	3.00	3.50
Annual 9	3.00	6.50
Art Adams art		
Annual 10	3.00	12.00
Art Adams art		
Annual 11	2.50	3.00
Annual 12	3.00	3.50
Adams art		
Annual 13	2.50	3.00
Annual 14	3.00	7.00
Annual 15	3.00	3.00
Annual 16	2.50	2.50
Special 1	30.00	45.00
Special 2	28.00	35.00

X-O MANOWAR
Valiant

0	5.00	5.00
1 Barry Smith	28.00	40.00
2	16.00	25.00
3	15.00	22.00
4	15.00	45.00
5	10.00	19.00
6	9.00	13.00
7	4.00	8.00
8	4.00	7.00
9-10	4.00	6.00
11,13	3.00	5.00
12	3.00	5.00
1st Randy Carter		
14 Bart Sears	5.00	7.50
15 Bart Sears	2.00	7.00
15 Pink Logo	15.00	15.00
16-19	1.75	3.00
20	2.25	2.25
TPB	9.95	9.95

X-TERMINATORS
Marvel

1	2.50	2.50
2	2.00	2.00
3-4	1.50	1.50

YOUNGBLOOD
Image

0 Gold	35.00	75.00
0	2.25	5.00
1 Rob Liefeld	6.00	15.00
1 2nd print	3.00	5.00
2	3.75	8.00
1st App. Shadowhawk, 1st App. Prophet		
2 Pink logo	8.00	10.00
2 2nd print	2.00	2.50
3	2.00	5.00
4	1.75	3.00

YOUNGBLOOD: STRIKEFILE
Image

1	2.00	4.00
2	2.00	2.00

YUMMY FUR
Vortex/Drawn &Quarterly

1	3.00	5.00
2-28	2.50	3.00

ZANTANA
DC Comics

1-2	1.95	1.95

HERO TIP:

TRANSFORMERS #1

Publisher:	Marvel
Issue No.:	#1
Writer:	Ralph Macchio
Artist:	Frank Springer
Inker:	Kim DeMulder
Cover Price:	75¢
Current Low Price:	$3.00
Current High Price:	$7.00

Overview: Marvel makes a comic of a current toy line in the same vein as G.I. Joe, Micronauts, and Rom.

HERO RATING: ★★★

H.I. PICK

The reintroduction of the toy line may make collectors seek out this book, and will appeal to the hardcore toy collector.

DEALER PICK

"Only for kids. No investment value unless it gets on TV again and new series comes out... Kid's stuff, which is ok since that's the audience it was seeking. Let's wait and see what happens with the new series...Not enough demand and too many out there."

COMING TO YOUR TOWN...

A Listing of Conventions and other Comic-related Events forSeptember, 1993

If you are planing a comic-related convention, send your information in advance to:

convention editor
c/o HERO ILLUSTRATED
1920 Highland Ave. Suite 222
Lombard, IL 60148

Deadline for October shows is Friday, September 17th

California

4th, San Diego. San Diego's Greatest Minicon, Scottish Rite Center1895 Camino Del Reo South in Mission Valley. 10-4pm. $3.00, $2.50 with ad. Jeff, 619-273-7048.

7th, Sunnyvale. Every Tue. Card & Comic Show. Mapletree Inn, 711 E. El Camino Real (Hwy 101 Exit Faircaks S.). 4-9pm. Free. Mike or Debbie Douglas, 415-905-8860 or 952-6240.

10th, Millbrae. Free Friday Card & Comic Book Show, Comfort Inn 1390 El Camino Real (Hwy 101 Exit Millbrae Ave. W.). 3-9pm. Free. Mike or Debbie Douglas, 415-905-8860 or 952-6240.

12th, San Francisco. Sunday Card & Comic Book Show, Holiday Inn Union Square 480 Sutter & Powell. 10-6pm. $1. Mike or Debbie Douglas, 415-905-8860 or 952-6240.

12th, Sunnyvale. Every Tue. Card & Comic Show, Mapletree Inn, 711 E. El Camino Real (Hwy 101 Exit Fairoaks S.). 4-9pm. Free. Mike or Debbie Douglas, 415-905-8880 or 952-6240.

14th, Sunnyvale. Every Tue. Card & Comic Show, Mapletree Inn, 711 e. El Camino Real (Hwy 101 Exit Fairoaks S.). 4-9pm. Free. Mike or Debbie Douglas, 415-905-8860 or 952-6240.

17th, San Bruno. Free Friday Card & Comic Book Show, Marriott Courtyard Hotel 1050 Bay Hill Dr. & El Camino (Hwy 380 Exit El Camino S.). 3-9pm. Free. Mike or Debbie Douglas, 415-905-8860 or 952-6240.

18th, Palo Alto. Sat. Card & Comic Book Show, Hyatt Rickey's Hotel 4219 El Camino Real (Hwy 101 Exit San Antonio S. right turn on El Camino). 9:30-6pm. $1. Mike Douglas, 415-905-8860 or 952-6240.

18-19th, San Luis Obispo. Back to School Comic & Card Show, Central Coast Mall. 10-5pm. Free. Hezron Lopez, 805-547-1741.

21st, Sunnyvale. Every Tue. Card & Comic Show, Mapletree Inn, 711 e. El Camino Real (Hwy 101 Exit Fairoaks S.). 4-9pm. Free. Mike or Debbie Douglas, 415-905-8880 or 952-6240.

23-24th, San Leandro/Hayward. Bay Fair Mall Card & Comic Show, 248 Bay Fair (Bart to Bay Fair or Hwy 80 to Hwy 580 E. Exit 150th Ave. to Fairmont Dr. Right of Fairmont to E. 14th). 10-9pm. Free. Mike or Debbie Douglas, 415-905-8860 or 952-6240.

24th, Millbrae. Free Friday Card & Comic Book Show, Comfort Inn 1390 El Camino Real (Hwy 101 Exit Millbrae Ave. W.). 3-9pm. Free. Mike or Debbie Douglas, 415-905-8860 or 952-6240.

25-26th, San Leandro/Hayward. Bay Fair Mall Card & Comic Show, 248 Bay Fair (Bart to Bay Fair or Hwy 80 to Hwy 580 E. Exit 150th Ave. to Fairmont Dr. Right of Fairmont to E. 14th). Sat. 10-7pm, Sun. 11-6pm. Free. Mike or Debbie Douglas, 415-905-8860 or 952-6240.

28th, Sunnyvale. Every Tue. Card & Comic Show, Mapletree Inn, 711 E. El Camino Real (Hwy 101 Exit Fairoaks S.). 4-9pm. Free. Mike or Debbie Douglas, 415-905-8860 or 952-6240.

29th, San Bruno. Free Friday Card & Comic Book Show, Marriott Courtyard Hotel 1050 Bay Hill Dr. & El Camino (Hwy 380 Exit El Camino S.). 3-9pm. Free. Mike or Debbie Douglas, 415-905-8860 or 952-6240.

19th, Mission Hills. San Fernando Valley Comics Book Convention, Mission Hills Inn Convention Center, 10621 Sepuveda Blvd. (near the 118 Fwy). $2, $1.50 with flyer. Dave Lula, 818-508-5418.

Connecticut

11th, Danbury. The Quality Inn Route 6 Newtown Rd. Exit 86 off I-84. 10-4pm. $2. Mike Wimbish, 203-242-1189.

12th, Norwalk. The Holiday Inn 789 Connecticut Ave, Exit 13 Off I-95. 10-4pm. $2. Mike Wimbish, 203-242-1189.

18-19th, Hartford. The Connecticut Charity Comic Con, Watkinson School 180 Bloomfield Ave. 10-4pm. $3. Kevin, 203-368-0119

25th, Darien. Comic Book Show, Comfort Inn, Rt. 95 Exit 10. 10-4pm. $3, under 5 Free. J. DeFelice, 203-331-4345.

25th, St. Meriden. The Days Inn 900 E. Main, Exit 17 off I-91 from Hardford, Exit 16 off I-91 from New Haven, Exit 10 off I-91 from Waterbury. 10-4pm. $2. Mike Wimbish, 203-242-1189.

26th, Waterbury. Sheraton Inn Waterbury 3580 E. Main St., I-84 E. Exit 25A W. Exit 26. $2. Mike Wimbish, 203-598-0405.

Flordia

25-26th, Tampa. Tampa's Fantastic Comic Book & Card Convention, Tampa Fairgrounds Factory Outlet Mall, Exit 4 off I-4. Sat. 10-9pm, Sun. 10-5pm. Free. Tim Gordan, 813-978-0728.

Illinois

5th, Danville. Danville Comic, Cards, & Artist Show, Ramada Inn. Lynch Rd. at I-74. 10-4pm. Free. Micheal Greenburg, 217-446-4071.

5th, Oak Lawn. Comic & Card Show, Fatima K of C, 5830 W. 9th St. 9-3pm. $1. John Leary, 708-423-1758.

19th, Hillside. Comic and Card Show, Hillside Holiday Inn I-290 between Wolf & Mannheim Rds. 10-3pm. $1.50, Ladies Free. Graham Cracker Comics, 708-355-4310.

Indiana

5th, Martinsville. Premier Collectables Shows, 4-H Bld.-Fairgrounds W. At 37 & 252 intersection. 10-4:30pm. Free. Harold or Barbara Parker, 317-631-7009 or 342-5861.

12th, Crawfordsville. Premier Collectables Shows, Holiday Inn U.S. 31 & I-74. 10-4:30. Free. Harold or Barbara Parker, 317-631-7009 or 342-5861.

18th, Ecansville. Hoiday Inn Loydd Expressway & Green River Rd. 10-4:30. Free. Harold or Barbara Parker, 317-631-7009 or 342-5861.

19th, Richmond. Premier Collectibles Shows, Holiday Inn Exit 156A off Hwy. I-70. 10-4:30. Free. Harold or Barbara Parker, 317-631-7009 or 342-5861.

25th, Bloomington. Premier Collectibles Shows, University Inn 2601 N. Walnut. 10-4:30. Free. Harold or Barbara Parker, 317-631-7009 or 342-5861.

26th, Terre Haute. Premier Collectibles Shows, Days Inn Exit off Hwy 70. 10-4:30. Free. Harold or Barbara Parker, 317-631-7009 or 342-5861.

Louisiana

11-12th, Bossier City, Comic Book Madness Show, Airline Dr. at I-20. Quality Inn. Sat. 10-6pm. Sun. 11-5pm. $5 advance, $7 at door. John, 903-792-5767.

Maine

26th, Bangor. Nostalgia-Con 4, Bangor Civic Center, 100 Dutton Place. 9-5pm. $3.75. Mary L. Hilliard, 207-947-5802

Massachusettes

11th, Peabody. Comic Book Show, Holiday Inn, Junction Rt. 128 & Rt. 1 (11 miles N. of Boston). 10-4pm. $3, under 5 Free. Prime Event Promotions, 203-331-4345 or 617-923-3082.

12th, Worcester. Comic Book & Sports Card Show, Holiday Inn 500 Lincoln St. Exit 20 off I-290. 9-3pm. $2. Tim Savage, 508-755-7148.

19th, Woburn. Howard Johnson Convention Facility Exit 36, Route 93. 9-3pm. $1. Billy Hedin, 508-485-6500.

Michigan

4th, Muskegon. Sports Cards & Comic Show, Aron's Restaraunt, 2511 Hall Rd. 9:30-4:30pm. Free. Jim Jancek, 616-773-4031.

12th, Royal Oak. Encore-Con Comic Book Show, American Legion Hall, 1815 Rochester Rd. Corner of 12 Mile & Rochester Rd. 10-4pm. $1.50. Michael Goldman, 313-350-2633.

New Jersey

5th, Tinton Falls. Manmouth County Comic Book & Non-Sports Card Convention, Holiday Inn Parkway Exit 105. 9:30-4:30pm. $2. Dan Campbell, 908-531-9281.

New York

18th, Brooklyn. Downtown Brooklyn's Only Cards & Comics Show, St. Lukes Parish Hall, 259 Washington Ave. (between Dekalb & Willoughby). 10-5pm. Free. June Solis, 718-783-6837.

19th, Massapequa Park. Massapequa Monthly, 2161 Veterans Boulevard. 10-4pm. $1.00. Joel Kirsch, 516-799-6412.

North Carolina

5th, Raleigh. "Cardboard Hero's" Comic & Sports Card Show, N. Raleigh Hilton, 3415 Old Wake Forest Rd. (Exit 10 off I-440). 9-4pm. $1.50, under 6 Free. Buddy or Beverly Carter, 804-231-1969.

11th, Burlington. "Cardboard Hero's" Comic & Sports Card Show, Ramada Inn, 2703 Ramada Rd. (Exit 143 off I-85). 9-4pm. $1.50, under 6 Free. Buddy or Beverly Carter, 804-231-1969.

19th, Fayetteville. "Cardboard Hero's" Comic & Sports Card Show, Howard Johnson Plaza Hotel, Cedar Creek Rd. (Exit off I-95). 9-4pm. $1.50, under 6 Free. Buddy or Beverly Carter, 804-231-1969.

25th, Greensboro. "Cardboard Hero's" Comic & Sports Card Show, Howard Johnson Plaza Hotel, 415 Swing Rd. (Exit 213 off I-40). 9-4pm. $1.50, under 6 Free. Buddy or Beverly Carter, 804-231-1969.

26th, Durham. "Cardboard Hero's" Comic & Sports Card Show, Holiday Inn-West, 3460 Hillsborogh Rd. 9-4pm. $1.50, under 6 Free. Buddy or Beverly Carter, 804-231-1969.

Ohio

19th, Sharonville. Monthly Sports and Comic Book Show, Holiday Inn North (Holidome) Exit #15 off I-75 at Sharon Rd. Free. Homeplate Sports Cards & Comics, 513-420-9688.

26th, Akron. Akron-Canton Comic Con, Holiday Inn, I-177 at Exit 120 (Arlington Rd.). 10-4pm. $3, under 6 Free. Jeff Harper, 216-499-6056.

29th, Wapakoneta. New Image Sports Card & Comic Book Show, Knights of Columbus I-75 Exit 113 to 25A turn left 1/4 mile. 10-4pm. 50¢. Clark McEvoy 419-739-4069.

Oklahoma

11th, Muskogee. 1st Annual Comic Book Show, Civic Center 415 Okmulgee "Downtown." 9-5pm. Free. Dee Neuzil, 918-687-7135 or 687-1475.

Oregon

26th, Salem. The Salem Comic Book Show, Salem State Fairgrounds, Jackman Long Blg. 2330 17th St. NE., Market St. Exit 256 off I-5. 10-5pm. $1, under 7 Free. The Comic Crypt, 509-928-3062.

Texas

5th, Houston. Comic Book, Sports Card & Non-Sports Card Convention, Holiday Inn Southwest, 11160 Southwest Fwy at Beltway 8. 10-5pm. $2. Mark Hlavinka, 409-295-4353.

12th, Houston. Baseball Card & Comic Show, Holiday Inn Southwest, 11600 SW Fwy. (near Beltway 8). $2. Kent Sessions, 713-499-2778.

15th, San Antonio. Stan's Card & Comic Show, Holiday Inn I-10 & Vance Jackson. 6-10pm. Free. Info, 210-340-2802.

18th, Austin. Comic Book, Sports Card & Non-Sports Card Conventon, Embassy Suites Hotel, 5901 North I-35. 10-5pm. $1.50. Mark Hlavinka, 409-295-4353.

18-19th, Houston. Comic Book, Sports Card & Non-Sports Card Convention, Clarion Airport Hotel, 500 Sam Houston Parkway (Near Greenspoint Mall). 10-5pm. $2. Mark Hlavinka, 409-295-4353.

25th, Houston. Comic Book, Sports Card & Non-Sports Card Convention, Holiday Inn Southwest, 11160 Southwest Fwy at Beltway 8. 10-5pm. $2. Mark Hlavinka, 409-295-4353.

26th, Houston. All Collectibles Marketplace & Comic Book Exravaganza, Ramada Northwest (Hwy. 290 at Pinemont). 11-4pm. $3. Larry Taylor, 713-661-0034.

29th, San Antonio. Stan's Card & Comic Show, Holiday Inn I-10 & Vance Jackson. 6-10pm. Free. Info, 210-340-2802.

Virginia

3-6th, Norfork. Labor Day Weekend Collectors Show, Military Circle Mall. 10-9pm, Sun. 12-5pm. Free. Anthony Jimenez, 804-463-2904.

4th, Fredricksburg. "Cardboard Hero's" Comic & Sports Card Show, Best Western 543 Warrenton Rd. (Exit 133 off I-95). 9-4pm. $1.50, under 6 Free. Buddy or Beverly Carter, 804-231-1969.

12th, Alexandria. "Cardboard Hero's" Comic & Sports Card Show, Quality Inn, 6461 Edsall Rd. (Exit 2-A off I-395). 9-4pm. $1.50, under 6 Free. Buddy or Beverly Carter, 804-231-1969.

18th, Richmond. "Cardboard Hero's" Comic & Sports Card Show, Comfort Inn-Midtown, 3200 W. Broad St. 9-4pm. $1.50, under 6 Free. Buddy or Beverly Carter, 804-231-1969.

West Virginia

4-6th, Hampton. Virginia Sports Card, Comic, Racing Show, Newmarket Fair Mall, Mercury Blvd. (I-64 Exit 263A). Sat. 10-9pm, Sun. 12-5, Mon. mall hrs. Marty Kittrell, 804-693-9231 after 7pm.

12th, Charleston. West Virginia Comic Con, Holiday Inn-Heart O' Town, Wahsington at Broad St., I-64 off Exit 100. 10-4pm. $2, under 6 Free. Jeff Harper, 216-499-6056.

Canada

Quebec

26th, Montreal. Comicfest, The Comic Book Convention, Delta Montreal Hotel 475 President Kennedy Ave. 10-5pm. $3.50. Elwin Shapiro, 514-482-7913.

Participating Retailers:

The following stores have provided pricing information critical to the development of the HERO price guide:

ALL IN A DREAM
Denver, CO
ANOTHER DIMENSION
Calgary, Alberta, CANADA
ATOMIC COMICS
Mesa, AZ
BEYOND COMICS
Flagstaff, AZ
BOWE AND BOARD
Scottsdale, AZ
BULLET-PROOF
Brooklyn, NY
CAPITAL CITY COMICS
Lansing, MI
CAPITAL CITY COMICS
Madison, WI
CENTRAL CITY COMICS
Columbus, OH
COLLECTOR'S CORNER
Grand Forks, ND
COLLEGE OF COMIC BOOK KNOWLEDGE
Minneapolis, MN
COMIC ADVENTURES
Mansfield, OH
COMIC BOOK WORLD
Florence, KY
COMIC CARNIVAL
Indianapolis, IN
COMIC COMPANY
Decatur, GA
COMIC WORLD
Winnipeg, Manitoba, Canada
COMIC KINGDOM
Detroit, MI
THE COMIC STRIP #1
Pelham, AL
COMICS, INC.
Pompano Beach, FL
THE COMIX STRIP
Cape Girardeau, MO
THE DRAGON'S DEN
Greenwich, CT
EMPIRE COMICS
Rochester, NY
EXCALIBUR COMICS, CARDS & GAMES
Shreveport, LA
FUTURE DREAMS BURNSIDE
Portland, OR
FAT JACK'S COMICRYPT
Philadelphia, PA
GOLDEN APPLE COMICS
Los Angeles, CA
GOOD STUFF
Honolulu, HI
GRAHAM CRACKERS COMICS
Naperville, IL
GREAT ESCAPE
Nashville, TN
GREAT ESCAPE
Louisville, KY
HAWKEYE'S COMICS
Springfield, OH
HEROES WORLD
Levittown, NY
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MARPLE COMICS 2
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South Portland, ME
MORE FUN COMICS
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NEW DIMENSION COMICS
Evans City, PA
NEW ENGLAND COMICS
Boston, MA
NEW QUEST COMICS
Lynchburg, VA
NEW WORLD COMICS AND GAMES
Oklahoma, OK
OAK LEAF COMICS
Mason City, IA
PAPER HEROES 1
Lake Charles, LA
PAPER HEROES 2
Killeen, TX
POWER HOUSE
Round Lake, IL
PSYCHO 5 COMICS & CARDS
Seattle, WA
SHOWCASE COMICS
Bryn Mawr, PA
SOUTHWEST BASEBALL & COMICS
Lombard, IL
STEVE'S COMIC RELIEF
Lawrenceville, NJ
TOMORROW IS YESTERDAY
Rockford, IL
TOP OF THE NINTH
Traverse City, MI
TRIPLE PLAY CARDS & COMICS
S. Charleston, WV

HERO wishes to extend a special thank-you to all of our price guide participants. HERO now receives pricing information from over 50 different stores throughout the United States, making the HERO price guide one of the most accurate listings of comic book values available.

COMING IN THE NEXT ISSUE OF HERO...

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Just in time for Halloween comes a very special scene featuring two of Harris Comics' most impressive stars. This truly fantastic Alstaetter original explodes across a special gate-fold cover commissioned by the crew at HERO!

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The Master talks about the wisdom of the WildC.A.T.s, the changes at Image, and his place in comic book history in a very special interview that's guaranteed to answer the questions you've been asking.

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THE FINAL WORD!

Guest Commentary by
Mike Richardson, President
Dark Horse Comics

Today I'm going to share a little secret with you. You may not want to hear it, but trust me, you'll be better off for listening.

First of all, it's no secret that over the course of this last year the comic book industry has experienced incredible growth. Comics have made an impact on mainstream America as never before. Marvel's performance on the stock market, the media coverage of DC's 'Death of Superman' campaign, and the phenomenal sales experienced by new companies such as Image and Valiant all illustrate an industry growing in size and stature. New retail outlets have opened at an unprecedented rate. Everything's rosy, right? Well, not exactly.

A large percentage of the increased sales in our market is a result of speculator investment in comic books, you know... buy low and sell high. Platinum covers and zero issues have sold so well over the last year that considerations of quality and artistic merit have become secondary to the latest gimmick or cover enhancement. The perception exists that these books are going to be worth something. The industry's earlier determination to expand the form and thereby create new readers seems to have been washed away in the rush for "boom market" dollars. Investors bet on "universes" and "hot" companies, aided by any number of price guides and catalogue tips. Comic books hot off the presses are touted as rising rapidly in value, often before they are even put on sale. A kind of panic buying often sets in as no one wants to miss the next sure thing. It almost seems as though the speculators have taken over the industry. The problem with all of this is that a lot of people are going to be disappointed when they try to sell their comics.

With that in mind, I'll let you in on my secret: New comics may be collectable, but they are not collector's items. Those new "hot" comics that sell huge numbers have less chance of rising in dollar value than a comic with a low print run read by a small but dedicated following. In fact, there are very few comic books published over the last two decades that have any real monetary value at all. Most comic retailers will tell you that they can buy virtually any comic published over the last twenty years for a fraction of guide, if they'll buy them at all. There's just too many of these books around for them to gain in value. If you've put a case of the latest million seller away in order to buy that Corvette in a few years, forget it because there's no chance that you'll ever cash in. Depressed? You shouldn't be, because there's another part to the secret: A well crafted comic, regardless of the print run, can have a different kind of value.

For decades I've kept with me the comics that I enjoyed as a child: titles such as *The Fantastic Four*, *The Amazing Spider-Man*, *The Flash*, *Hawkman*, *Green Lantern*, and even *Uncle Scrooge*. The idea that comic books might someday gain in value never entered my mind. I read them for the sheer joy of it. I loved those books! Now, years later, no amount of money will ever cause me to part with them because they're worth too much to me. The comic books that I so fondly remember were special because of the creative talents of people like Jack Kirby, Stan Lee, Steve Ditko, Joe Kubert, Carmine Infantino, and Gil Kane, not because they could be resold for a profit. Later, whenever my interest in comics ebbed, along came comic book creators such as Jim Steranko, Neal Adams, Barry-Windsor Smith, John Byrne, or Frank Miller to rekindle the fire. Today, I can still feel the magic when I read a comic produced by a talented creator. It's a shame that those who buy comics as though they were investing in the stock market or purchasing a lottery ticket will never give themselves the chance to feel that same magic.

It's great fun to look through the assorted price guides or check out the local comic shop wall and discover that a comic that you're fond of is considered "hot" by others, but don't be fooled into believing that your collection is going to be big bucks. If you can sell your comic collection for a fortune someday, more power to you. In the meanwhile, take the time to find a few that you like to read regardless of their supposed worth. You might find that they have a value far greater than mere money. ▲

Mike Richardson

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Collectors: Ask your retailer to order for you or call 1-800-227-SEAL.

Retailers: Available from Capital City, Comics Hawaii, Comics Unlimited
Diamond Star System, Friendly Franks, Hamps Supply, Heroes World, S&A Hobby.

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